

ISSUE NO.

222

AUGUST

# GTM

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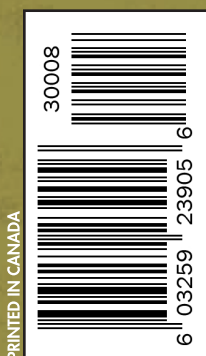


Follow the Animals' Guidance, Earn Their Favor and  
Help Bring Your People to Prosperity!

## LEARN MORE INSIDE!

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- BUILD THE MOST FANTASTIC MACHINES FOR THE GREAT SCIENCE FAIR IN CMON'S GIZMOS!





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# Legend of the Five Rings

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The Emerald Empire awaits with the *Legend of the Five Rings Roleplaying Core Rulebook*! At over 330 pages, this rulebook gives players and Game Masters alike all the information they need to roleplay in the world of *Legend of the Five Rings*. Create your character with the Game of 20 Questions, learn how to craft exciting adventures, and more with the *Legend of the Five Rings Roleplaying Core Rulebook*! Then, enhance your game with the *Legend of the Five Rings Roleplaying Dice Pack* to keep skill checks at your fingertips, and the *Legend of the Five Rings Game Master's Kit*, featuring a GM screen for easy rules reference and a pre-made adventure! All this and more awaits you in the Emerald Empire!

Core Rulebook | L5R02 | \$49.95

Roleplaying Dice | L5R03 | \$12.95

Game Master's Kit | L5R05 | \$19.95



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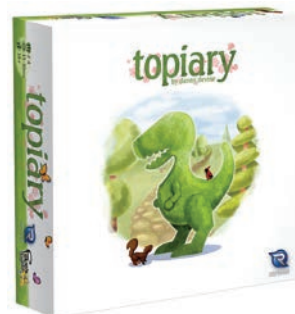
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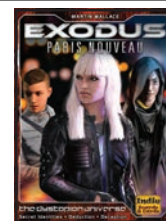
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LEGENDARY  
POKÉMON



## Greetings Dear Readers!

Here it is – your August/July issue of *Game Trade Magazine* and we're rolling out looking for the greatest games, gear, and goodies!

In this issue, we're headed to WizKids territory for their Central African-inspired *Bumuntu!* In this mythical game, players compete to explore the jungles of the Congo while earning the favor of their wise animal guides. Get outside of your safety zone with the help of the Flamingo, the swift Zebra, or the tricky Tarantula!

Our next funkalicious stop is the land of Terrinoth as players unite as heroes to defend the realm from all manner of evil threats! In Fantasy Flight's *Heroes of Tennesia*, players assume the role of a unique hero as they journey from inexperienced student to powerful master, while battling the most unchillin' of villains.

Next up, we're swinging by the Great Science Fair to see which inventor has the most dynamite project in CMON's *Gizmos*! In *Gizmos*, players compete as bodaciously brainy inventors to see who can come up with and create the best contraptions!

Of course, that's not all – we're totally out of bounds with this issue with TONS of exciting content! Whether you're a fan of the gnarly *DC Deck builder* by Cryptozoic, worker-placement a la Greenbrier Games' righteous *BarBEARian: Battlegrounds*, or breaking the funky fourth wall with *Deadpool vs. the World* from USAopoly, your August GTM is chock full of the real deal.

As issues go, the August GTM is a pretty legit major leaguer around the Bullpen – not only do we highlight the hot summer releases (*pun intended*), but we're also headed to Indy for the best four days of gaming – Gen Con!

That's right – we'll be putting the shamma-lamma back in ding-dong all weekend long at booth #118, so be sure to come by and say "Hi!". While you're at it, grab some goodies and an extra copy of the magazine for friends!

We're serving up the latest and greatest from your favorite publishers so buckle up and get ready for a hot tabletop of fun as we head deep into Gamertown!

Game on,  
-JG



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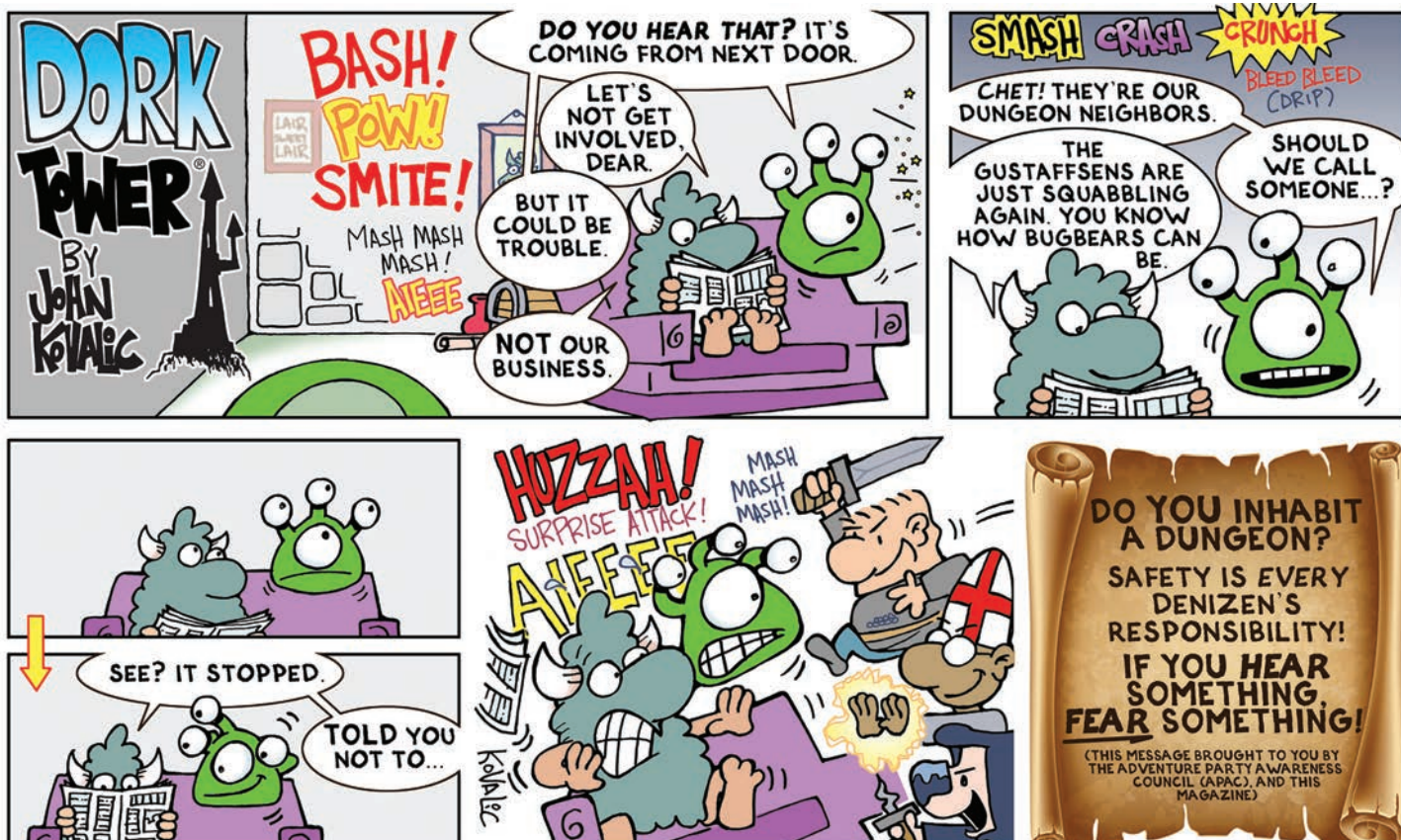
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# GOODCRITTERS

A game for 4-8 criminal critters pulling off heists and fighting over the loot! Whoever's chosen as boss can distribute the loot however they like, but it's the crew that has the final say. If the crew doesn't like the split, they might just tell the boss to take a hike and put some other mook in charge! In the end, the critter that collects the most valuable stash of loot wins!



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## SEPTEMBER



Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



## WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

**GTM** provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first issue*, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine**...

## GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

**From the Editor/Foreword:** In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

**Cover Story:** Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

**Features:** Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

**Spotlights:** These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

**Previews:** These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



**Designer Diaries:** These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

**Reviews:** Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



**Exclusives:** While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

**Games Section:** Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.



## HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

### GAMES

#### ALLIANCE GAME DISTRIBUTORS

##### SPOTLIGHT ON



**GAME TRADE MAGAZINE #203**  
GTM contains articles on tabletop, previews and reviews, game related fiction, and self contained games and game modules, along with subscription information on upcoming game releases.  
GTM #203 \$3.99

#### ALC STUDIO



**FIRETEAM ZERO: EUROPE CYCLE EXPANSION**  
From the Bloodlines in the Old Country! This first expansion to Fireteam Zero introduces the Bloodlines, another entirely new monster family! Plus, enhance your Specialists with all new powers! The Europe Cycle also includes four double-sided map tiles with new terrain, as well as new locations and adventures ("The Battle of Last Children", "Lightning Hour", and "The Last Root").  
Scheduled to ship in November 2016.  
AUC #FD02 \$19.99

#### KEY

There are symbols and terms found throughout Game Trade Magazine that mean the following:

**Offered Again (O/A)**  
These items have been offered before in Game Trade Magazine and are available again for you to order. Don't forget to order what you missed the first time.

**PI**  
Your store will set the price for all items labeled "PI". Check with your retailer.

### GAMES

#### INFLATABLE WW2

Scheduled to ship in November 2016.

**17POR SHELL (USED BY THE SHERMAN/FIREFLY)**  
AUC #RSH003 \$15.00

**75MM AP SHELL (USED BY THE M4 SHERMAN)**  
AUC #RSH001 \$10.00

**89MM SHELL (USED BY THE TIGER I)**  
AUC #RSH002 \$15.00

#### SPOTLIGHT ON



**JIM HENSON'S LABYRINTH: THE BOARD GAME**  
Will Sarah manage to defeat Jareth and his Labyrinth, or will the Goblin King turn her into a golden statue? You have fifteen hours to find out! Play with up to four friends in this fun family board game based on Jim Henson's beloved classic, Labyrinth. Scheduled to ship in November 2016.  
AUC #RLAB001 \$30.00

#### ALDERAC ENTERTAINMENT GROUP

##### SPOTLIGHT ON



**MYSTIC VALE: VALE OF MAGIC EXPANSION**  
The forces of nature and Gaea's blessings are not enough to stop the curse from spreading throughout the Vale of Magic. The Vale of Magic Expansion adds new adventures and role cards to the base Mystic Vale game, giving players more card-wielding options and exciting new possibilities for powerful combat!  
AEG #S84 \$29.99



**SIEGE**  
Brims & Brews! As a world be King, you control a castle of brave warriors and mighty subjects. In you must move your forces wisely, defend your opponent's plans, and strike when the opportunity presents. Lose your King and your opportunity to rule dissolves. Defend your land and your place in history will be remembered forever! Siege is an elegant game of deception, intrigue, and deduction. Scheduled to ship in December 2016.  
AEG #S84 \$24.99

### ASMODEE EDITIONS



**AYE DARK OVERLORD! (THE GREEN BOX)**  
No Evil Wizard or Dark Overlord throws in the towel after just one battle, and the fantasy storytelling game is back for round two with Aye Dark Overlord! The Green Box. Whenever an Emperor falls to a rebellion or an Evil Duke kidnaps the wrong heir, someone has to take the blame. In Aye Dark Overlord, players tell their best tales to an unforgiving master in the hopes that they won't be blamed for the failed failure of Evil to triumph over Good. Aye Dark Overlord! The Green Box is a new version of the game that's a complete game on its own, but can also be played with The Red Box or the original Fantasy Flight Games version of the game for even more content! Scheduled to ship in December 2016.  
AEM #D11 \$24.95



**AYE DARK OVERLORD! (THE RED BOX)**  
Aye Dark Overlord! The Red Box is the classic version of the storytelling party game where Servants give their best excuses to oppose their evil master - but they suffer the wrath of their Dark Overlord! Best cards give the players a framework for their story, but it's up to their wit to avoid the Withering looks of the Dark Overlord and live to serve another day. Scheduled to ship in December 2016.  
AEM #D10 \$24.95

### ATLAS GAMES

#### OFFERED AGAIN

##### O/A LOST IN R'LYEH CARD GAME (CALL OF CTHULHU)

It's with a terrible and ancient city, risen from the depths of the Pacific by a great curse. There, Cthulhu lies both dead and dreaming, waiting to consume any who venture near. In Lost in R'lyeh, a card game of escaping dread Cthulhu and certain madness, players are trapped in H.P. Lovecraft's short story, "The Call of Cthulhu." From the mysterious discovery of a precious idol, to dreams of a dark cult, to landing on a cyclopean metropolis and Cthulhu's horrific emergence, no player can truly win, merely escape with their sanity or be forever lost in R'lyeh!  
AUG #D370 \$14.95

### ATLAS GAMES

#### OFFERED AGAIN

##### AVANCE PRESS



**KOREAN WAR COUNTER ATTACK**  
A new board game for two players.  
AUG #D370 \$19.99



**PANZER GRENADE: KOREAN WAR COUNTER ATTACK**  
Driven back into the Pusan Peninsula, American and South Korean forces - soon joined by British, Turkish, and other United Nations contingents - held the line, and in the fall of 1950 launched a powerful offensive against the North Koreans. With strong, fast-firing forces ranging northward and other units landing by sea of Inchon, the United Nations rapidly turned their victory into a North Korean rout. Featuring Fourth Edition rules and full-color player aids, Counter Attack is a complete board game in the Panzer Grenadier series based on these famous battles. Scheduled to ship in January 2017.  
AUG #D370 \$39.99

### BATTLEFIELD PRESS

#### D6 EDITION: NINJA HIGH SCHOOL THE ANIME AND MANGA RPG

Celebrating 30 Years of Nihon's Manga Craze! Ninja High School! Let's bring in Ninjas, your ninja-obsessed small town. Then, two lovely young ladies enter his life. Adorable "Ninjas" Ninjas, but to a ninja clan, and Princess Annel of Salamis. Both are silent on marrying him for their own benefit. Can Ninjas survive their affections and weaponry long enough to take their Ninjas down? Illustrated by Ben Dunn and powered by the D6 System, Ninja High School: The Anime and Manga Role Playing Game puts you in the driver's seat of the high-flying antics of Nihon, complete with rules on how to build your own ninjas, along with an alternate customizable archetype templates for quick play, such as Student, Teacher, Genius, Gun Buggy, Ninja, and Magus. Scheduled to ship in December 2016.  
BPP #N451 \$29.95

### BATTLEFRONT MINIATURES

#### DUNGEONS & DRAGONS: STORM KING'S THUNDER

Scheduled to ship in October 2016.

**FIRE GIANT**  
GFF #T053 \$40.00



**FROST GIANT**  
GFF #T054 \$40.00



**STORM GIANT ROYAL GUARD**  
GFF #T052 \$50.00

### BELLWETHER GAMES



**DROP SITE**  
Recipient of the Premio Archimede 2010 Carlo Azeglio Special Prize for Best Card Game, Drop Site is about coordinating humanitarian aid shipments. As coordinates of aid shift frequently to matching targets on the ground, will your opponents cause your pockets to be left? Scheduled to ship in November 2016.  
BWP #BWR011 \$10.00

### BRAIN GAMES



**GAME OF TRAINS**  
Be the first to get your train on the track in this exciting, turn-based game of Game of Trains! Scheduled to ship in August 2016.  
BGP #T175 \$12.95

And be sure to ask your retailer about any related in-store events for your favorite games and products!

## GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



## FEATURED ITEM

**Featured Item:** Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

## OFFERED AGAIN

**Offered Again:** These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

## SPOTLIGHT ON

**Spotlight On:** These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

**PI or Please Inquire:** Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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Have a question or feedback for us? Contact us at [Editor@GameTradeMagazine.com](mailto:Editor@GameTradeMagazine.com)



**WIZKIDS**

# BUMÚNTÚ

**BUMÚNTÚ**

**WZK 73141 ..... \$39.99 | Available October 2018!**

Get ready for the next staple in your board game collection - *Bumúntú*! *Bumúntú* is the perfect blend of theme, strategy, and innovation, sure to be fun for the whole family. Based on the Bakongo tribespeople of central Africa, *Bumúntú* explores their culture, symbols, and folklore.

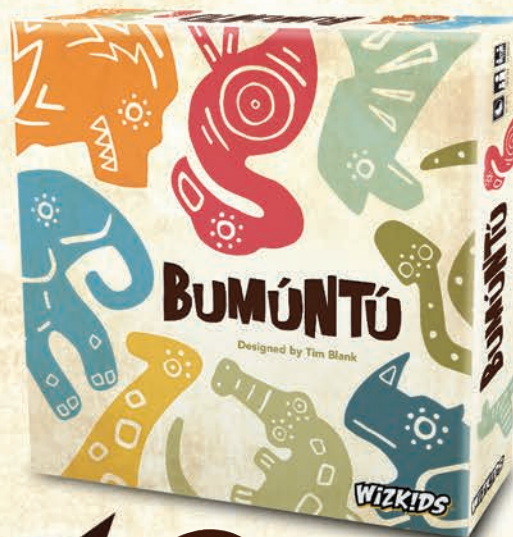
In the heart of Africa live the Bakongo, a Bantu ethnic group defined by their language, Kikongo. The Bakongo are direct descendants of the Kingdom of Kongo and hold tight to many of their traditions and symbols. "Bumúntú" is the Kikongo word for "civilization," but the term has evolved to symbolize a spiritual ideal of personhood.

A common theme in African folklore is the idea that animals are wise creatures who guide humans to do good and moral things. In *Bumúntú*, you are a tribal leader journeying through the jungle, following the guidance of the animals and earning their favor. Favor is important, as the leader with the most at the end of the game will get the blessing of the animals and bring their people to prosperity.

The first thing you'll notice about *Bumúntú* is its beautiful table presence, complemented by the stunning thematic art found on the board and tiles. The lush fauna of the Congolese jungle provides the perfect background to the colorful animal tiles that make up the board. Each animal is carefully stylized in a traditional African fashion and printed on Bakelite pieces, giving *Bumúntú* a high-quality look and feel that is perfect for a game with such a rich theme and elegant gameplay. The African art style is carried throughout the other pieces, fully immersing players in the Bakongo culture.

Once you delve into the game itself, however, *Bumúntú* really shines. With mechanics that can only be described as "elegant, intuitive, and unique," the game is very easy to learn but has a strategy that will continue to grow with the player.

The board is set up with 64 Animal Tiles - eight tiles for each of eight animals. These are randomly assigned on an 8x8 grid that represents the Congolese jungle. Players, representing various tribal leaders, will travel around the jungle on these animal tiles. Each animal has a unique chess-like movement, and as a tile is used, the player removes it from the board and collects it. At the end of the game, players will score points, called "favor," based on the number and types of tiles they've collected. Players are challenged to "string together" their movements in intel-



ligent ways, utilizing the tiles' abilities to keep progressing, which becomes increasingly difficult as the game progresses and fewer tiles remain in play.

The animals' movements are inspired by their traits. Some will allow players to move around the board quickly, such as the Zebra, who runs in straight lines, or the Flamingo, who can fly to other spaces. Other animals allow you to

"attack" other players, moving their position on the board - beware of the venomous Black Mamba who drives all opponents away, or the charging Rhinoceros who can push you to far off places in the jungle. Lastly, some animals will allow players to perform special actions, such as the defensive Elephant, who can't be moved, or the tricky Tarantula (based on the African folk tale of Anansi, the trickster spider), who allows players to move tiles around on the board.

Part of the fun of the game lies in the interactions of players as they move around on the Animal Tiles. As simple as it is to move, the other players on the board must be taken into consideration when taking your turns. Don't get too close to an opponent on a Crocodile, for example, or you might end up alone in the jungle. Think you've got a good attack with your Lion? Wait until your opponent moves onto an Elephant. The dynamic and ever-changing nature of the board makes strategically planning out your moves incredibly important.

Another fun aspect is the players' ability to control the amount of interaction on the board during setup. Because *Bumúntú* comes with ten animals, but players choose eight to play with, there are variable setup options, allowing players to decide how they want to play. There's lots of fun in planning multiple moves ahead and then executing them in a more programmed game, but there's also fun in creating (and breaking) alliances with other players through attacks and trickery.





The game's primary method of scoring utilizes the "Animal Favor Board." At the beginning of the game, the in-play animals are randomly arranged on this board, from top to bottom, and their positions determine the amount of favor they will be worth at the end of the game. Animals at the top are worth more favor, while animals toward the bottom are worth less.

But these positions aren't set in stone. Distributed throughout the board are 16 "Advancement Tiles" that, when collected, allow players to switch around the positions of animals on the Favor Board. It's not uncommon to see animals from the bottom make their way to the top and vice versa. This adds more variety to the game, as players compete to ensure that the animals they're collecting stay up high and their opponents' animals stay low.

Because of this, players will often spend their Advancement Tiles playing tug-o-war with the animals. Many players will get attached to one animal, and moving it becomes a matter of principle, not strategy. This will often lead to players rallying behind specific animals, as well as personal victories in raising others up the ranks.

A bit of mystery also enshrouds the game, as once a tile is collected, it gets placed behind that player's shield, hidden from all opponents. This is important because the Animal Favor Board gives points only to the players with the most and second-most of each animal. With eight tiles each, will three Lions be enough to score the highest number of points? Or will another player get four and force you to take the second place points?

*Bumúntú*, however, goes much deeper than just the animals. In the game, the Animal Tiles have various symbols, such as N'kisi, small spiritual statues that are believed to bring good fortune, and Yowa, religious symbols that represent the four phases of the sun. Each of these symbols comes with bonuses in the form of extra points during the scoring phase or an extra ability that you can use.

N'kisi Tiles give bonus points at the end of the game. With each one collected offering more points than the last one, they can quickly add up. This means players must be mindful of others collecting N'kisi, as collecting a full set of eight gives 20 points, a potentially game-changing amount, at the end of the game.

Yowa Tiles also give bonus points at the end of the game. Similar to the Animal Favor Board, **Yowa** Tiles give points to the players with the most and second-most number of such tiles, meaning that collecting only a few can offer a player six bonus points, which could mean the difference between winning the game or losing heartily.

You'll also encounter Food Tiles, which give players a food token when collected. The symbol for these food tokens is the banana, a common food among the Bakongo people. Like the animal tiles, players keep these food tokens hidden behind their shields. When players find themselves stuck on the board, they can use these food tokens to move through it more efficiently. Food tokens are strategically important to the game, as with enough, players can easily run around the board and collect the best animals. They are especially important

toward the end of the game, when the tiles become fewer and fewer and players become more likely to become lost in the jungle.

Once all 16 Advancement Tiles are collected, the game ends. This variable finish means that players could choose to have a long, extended game, or try to collect all 16 up front and hope they collected enough. The player who collects the last tile gets to make one last swap on the Animal Favor Board; that last change is a great moment of tension, often filled with other players trying to influence the decision in order to give themselves an advantage.

However, the tensest and most exciting part of the game comes when players lift up their shields and reveal the tiles they've collected. Everyone looks around the table, quickly counting the tiles that other players have, and hoping that they made the best moves. A formal scoring process then occurs where favor and bonus points are counted. The player with the most favor in the end wins!

*Bumúntú* offers a number of viable strategies for players, as well as a board that changes every game, which allows for a very high level of replayability. A player may choose to focus on the Animal Favor Board, but not collect the N'kisi or Yowa tiles. Conversely, a player could choose to try to collect N'kisi, or try to collect Yowa, in the hope that the bonus points give them the edge they need to come out victorious.

A social aspect often comes into play too, as players make temporary alliances, going after players who seem to be in the lead. But are they really? *Bumúntú* is filled with lots of fun personal moments during gameplay as well. Little victories, such as getting to a specific tile before another player or using a food tile that an opponent didn't realize you had,

keep the game fun and interesting throughout.

Because turns are short, and the game includes plenty of player interactions, there is also not a lot of downtime. As players familiarize themselves with the animals' movements, the game begins to progress more quickly, with the ability to change the Favor Board keeping everyone on their toes.

The other great aspect of *Bumúntú* lies in its elegance. It is very simple to learn and to play, making it a great game for kids to play with their parents, as well as for more experienced gamers who want to explore something new. Most players fully understand the game after their first turn; however, with each new playthrough, will find themselves trying different strategies, allowing them to play *Bumúntú* in new and different ways every time they open the box.

*Bumúntú* is a very easy game to pick up, but extremely difficult to put down. Will you earn the animals' favor, or will you get lost in the jungle?

...







# HEROES OF TERRINOTH™

Heroes of Terrinoth | TER01 | \$39.95  
Available 3<sup>rd</sup> Quarter 2018

Terrinoth is an ancient land of magic and strife. The great powers have fought for control for centuries, and now, the realm needs champions. In the Mistlands, the dead stir from their graves and in the Free Cities, an ancient Bloodguard has begun to sow discord among the populous. Do you have what it takes to stand against the darkness? Should you fail, you may forfeit your life, but if you succeed, untold riches and glory await!

## A HERO'S QUEST

*Heroes of Terrinoth* is a cooperative card game of questing and adventure in which you and up to three allies become a formidable band of heroes, ready to stand against any threat. This game offers you twelve unique heroes to choose from, each

specializing in one of four areas: warrior, mage, scout, or healer. As your adventures progress, you will have the chance to gain new skills and hone your craft, growing from a fledgling student to a master in your field. By combining your powers and leaning on one another's strengths, you will be prepared to face any foe and bring some semblance of peace to the realm.

Once you have assembled your team, you are ready to set out for new adventures in Mennara. *Heroes of Terrinoth* offers you eight thrilling quests to choose from, each with a unique objective, setup, and story-specific rules to provide a variety of experiences within the realm. You may be tasked with saving townsfolk, slaying a terrible monster, or recovering a precious artifact, but every task will force you to





confront deadly creatures and treacherous obstacles to achieve your goals and gain the renown you seek.

Your stories begin in *The Goblin Problem*, when in the midst of your travels you hear reports of a ravaging band of goblins nearby, led by the self-styled goblin king. You've heard of this devious coward in the past, and this may be the perfect opportunity to test your mettle, earn a hefty reward from grateful villagers, and crack a few skulls while you're at it. No matter which quest you choose to undertake, you are sure to experience the adventure of a lifetime!

## DANGER AND GLORY

As you delve into the story of your quest, your team of heroes will play through a series of rounds where you perform actions, battle against enemy attacks, endure rising peril, and explore new locations. First, you will decide whether you wish to attack your enemies, rest and recover your strength, aid one of your allies, or explore your surroundings. Once you have executed your actions, your foes have the chance to strike back. They may move forward to engage your team, or if they are already locked in combat, they will mercilessly inflict damage. With these villains darting in and out of the shadows, you must be sure to keep your weapon ready and one eye on the exit!

After your enemies attack, the strain of your situation takes its toll as the quest's peril marker advances. With each advancement, you must face ever-shifting effects, perhaps becoming surrounded by enemies or blessed with a moment of reprieve. You must be careful to never let the peril token reach the end of its track. For if it does, you must suffer the final, most terrible effect each time the Peril would increase,

depriving you of even the smallest hope for an end to the suffering!

Finally, at the end of each round, your party will have the opportunity to move to a new location if you have fully explored your current surroundings. Traveling offers you that chance to leave behind the enemies creeping in the shadows and move to new vistas. But proceed with caution—as you move deeper into a dark forest or descend to the farthest depths of haunting catacombs, you will find that each location comes with its own compendium of misery. With new monsters and other dangers lurking around every corner, you may find that you have jumped out of the frying pan and into the fire!

## DEFEND THE REALM

If you can balance your talents, choose your actions wisely, and endure the torment inflicted by your foes, then fame, fortune, and an unforgettable adventure await. Terrinoth needs heroes. Are you ready to delve into the realm's dangerous underbelly? The trials you face will push you to your limits, but your great deeds will be sung of for generations!



FANTASYFLIGHTGAMES.COM

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# CATAN

## SCENARIO



## CROP TRUST™

Have you ever wondered if people on Catan® only grow wheat? No, of course they don't. Beans, corn, rice, and quinoa are among the many crops planted in the fields of Catan. To prevent famine, at harvest time the inhabitants of Catan must ensure that enough new plants will regrow. Otherwise, some plant species are in danger of entirely disappearing from the island.

The *Crop Trust* scenario was developed in collaboration with Crop Trust (officially known as Global Crop Diversity Trust). Crop Trust is an independent international organization whose goal is to preserve crop diversity in order to protect global food security. Among other things, the organization's work includes storing the world's crop seeds in one of many seed vaults, the most well known in Svalbard, Norway.

### Harvest Time

In *Crop Trust*, fields hexes are called food hexes. A food hex is capable of producing food cards (grain cards) if it contains at least one of the 5 different varieties ("species") of crop tokens: wheat, beans, rice, corn, quinoa. Play begins with crop tokens in the seed vault and on the food hexes.

If one of your settlements is adjacent to a food hex when its number is rolled, you may harvest one of the crop varieties produced by the hex. To harvest, you must discard a crop token from that hex and take a food card. A city may discard 1 or 2 crop tokens and take the same number of food cards.

### Crop Rotation is Vital

If you pay 1 lumber and 1 ore, once during your turn, you may store crop tokens in the Seed Vault. However, the variety of these crop tokens must be the same and you must have at least one settlement or city adjacent to a food hex that contains at least one crop token with the same variety.

When you store crop tokens, you may also take a crop token from an adjacent food hex, and place it on your seed storage record. Placing crop tokens can give you free development cards and victory points.

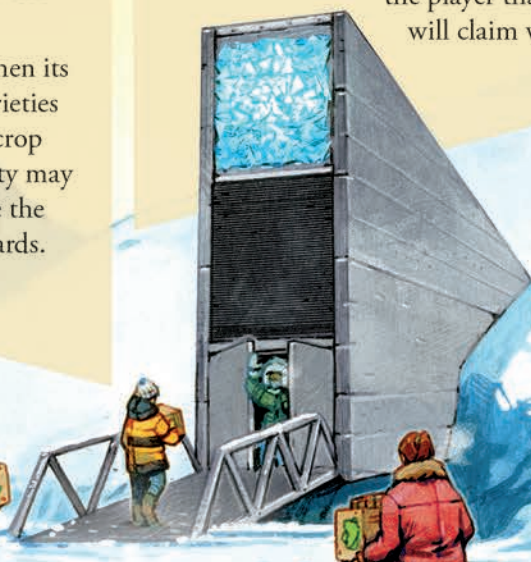
Finally, any crop tokens that you had in the seed vault at the beginning of your turn must be placed on the game board.

### The Cost of Progress

You must resolve an extinction token each time you build a settlement, upgrade to a city, gain Longest Road, or gain Largest Army. The effects of these tokens represent nature reacting with the local or mass removal of crop tokens. This is yet another factor you must consider as you expand your territory. If you are unprepared, the removal of crops can cause a cascading effect leading to crop extinction and the end of the game.

### Ending the Game

Just like in *Catan*, if you have at least 10 victory points on your turn, the game ends and you win! However, the game also ends if 3 fields hexes have no plant tokens, or if 2 plant types are extinct. In these cases, the player that stored more plant tokens will claim victory.



CATAN: CROP TRUST

CSI CS3126..... \$25.00 | Available Q3 2018!



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# CATAN

— SCENARIO —

## CROP TRUST™

EXPERIENCE THE VITAL STRUGGLE FOR SEED DIVERSITY.  
SECURE THE FUTURE OF THE FOOD SUPPLY.



Catan: Crop Trust | CN3126 | \$25.00



**“THE CROP TRUST IS A SMALL  
ORGANIZATION WITH A BIG MISSION.”**

MARIE HAGA, EXECUTIVE DIRECTOR OF THE CROP TRUST

**CATAN: CROP TRUST™ REQUIRES CATAN® TO PLAY**

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# WAR<sup>TM</sup> CHEST



## WAR CHEST

AEG 7035 .....\$49.99 | Available August 2018!

We have been developing games together for a few years now, and this is what we've learned. We both love sleek, modern euro-inspired wargames (affectionately called "waros" or "weuros"). We both love deckbuilding games. And most importantly, we both love trying to mesh these two things together. *War Chest* is the successful output of this shared passion.

Having said that, let's get two things straight. *War Chest* is not really a wargame, and it's not really a deckbuilding game. Instead, *War Chest* is a lean, almost abstract, medieval battlefield game built around multi-use "coins" (beautiful, chunky poker chips in the final version) and a "bag management" system reminiscent of Orleans. Each coin in your bag shows a military unit on one side (an Archer, a Knight, etc.). You play these coins in order to command the depicted unit (move, attack, etc.) or to add new coins to your bag. But you also play these coins onto the board to become the units themselves. This core "play and command" mechanic has been with *War Chest* since its inception, but, as is often the case, it took quite a while to find the best way of showcasing this. This diary tracks some of the key stages in this design and development process.

## HOW DO YOU WIN?

Inspired by the theme, and by other abstract-ish war games (chess, we're looking at you!) the initial goal of *War Chest* was to capture your opponent's king. We quickly realized the game needed some focal points on the board, so we added strategic locations and a second alternative victory condition based on controlling them. As it turned out, the Kings caused all kinds of problems, so we dumped them, leaving the single, control-based victory condition. This worked much better but took us quite some time to get right. For ages, the goal was to control five of the eight strategic locations on the board. The problem was that it was too easy to get four but nearly impossible to get five. We spent weeks, and countless clunky mechanics, trying to hit this mythical sweet spot of "four and a half" points. We added differential values to the control points, we added tracks to accumulate points over time, we (re-)introduced other ways of getting points, etc. Luckily, we eventually stumbled on the most obvious solution. We increased the number of available control points from eight to 10 and the victory target from five to six. It worked a treat! Lesson learned – try twiddling existing knobs before creating new ones.







## HOW DO YOU PLAY?

Given that War Chest is a bag-building (or better, bag-management) game, we needed an economic system. From the beginning, we knew that we wanted to keep the game as lean and elegant as possible, so we started with the constraint that all unit chips would cost the same. We managed to keep this flat economy throughout the game's development, but again it took us time to settle on the final version. Remember the King? In the early days, each player started with three King chips in their bag. You could use these chips either to command your King on the board (move, attack, etc.) or to "recruit" another one of your units, adding a chip to your bag. This was actually a decent economic system, but we were forced to find an alternative when the King got axed for other reasons. Our next solution was to replace the King chips with "coin" chips whose sole purpose was to recruit (think Copper cards in Dominion). This wasn't great. Unlike the previous King chips, these coins had very little value late game. And unlike Dominion's copper, there was no way to remove them from your "pool". The next (and final) solution came from fellow Cambridge-based designer Matthew Dunstan. Immediately after his first play of the game, he said: "Why not just let any chip be used to recruit?" Boom! That was it. Our old friend the multi-use "card" worked a treat and we never looked back. (Okay, that's not strictly true. We did re-introduce a "coin" down the line, the "Royal Coin", in order to combat "small bagging", but that's another story...)

## ASYMMETRY

War Chest ships with 16 unique units – three mounted units, two ranged units, two battlefield commanders, and a slew of others (Mercenary, War Priest, and so on). This diversity was not our original intent. Once again striving for elegance (and again drawing inspiration from classical games like Chess), we originally gave each player a symmetric set of units—a King (see above), an Archer, a Cavalry unit, and a pair of Footmen. While this played perfectly well and certainly helped in establishing the core systems in the game, we soon realized that the game allowed for, and indeed greatly benefited from, asymmetrical armies drawn from a larger pool of units. The problem then was balance. We wanted the winner to be the player who played better, not the player who drafted (or was randomly dealt) the better army.

## BALANCE

Balancing units is never easy, but we certainly didn't help ourselves here. Our goal of keeping War Chest as clean and

elegant as possible drove us to make core, basic actions in the game "base 1"; all units cost one to recruit; they all move one space; they all attack with the "strength" of one, and so on. Anything which breaks this rule of one, for example, the Light Cavalry's ability to move two spaces, would be handled as an exceptional case via the unit's special powers/attributes. This meant we could (largely) keep numbers out of the game (yay!), but it also meant we had very little leverage when balancing units (boo!). Unlike most other combat games, we couldn't increase the cost of a unit or reduce its stats if it turned out to be too strong. All we could do was tweak the unit abilities themselves and add restrictions to more powerful ones (e.g. Archers can't attack adjacent units). That being said, one advantage which we did allow ourselves was the number of coins a unit has available in the supply. Most have five, but a few of the stronger units have only four.

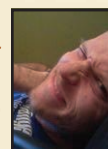
## THE PITCH

With the balance ironed out, we turned our attention to pitching the game to a publisher. Essen was approaching, and we studied the list of publishers with whom we wanted to meet. AEG was at the top of the list. We had worked with them in the past, and we knew they would be able to transform our game into an incredible product. We scheduled a meeting with AEG and met with Mark Wootton. The meeting went well, and Mark asked if he could take one of our prototypes back with him to assess. He seemed to be keenly interested in the game, and we were hopeful AEG would decide to publish it.

We were thrilled to receive the news that AEG wanted to move forward with publishing War Chest. Working with them on this project has been an incredible experience and one we would gladly repeat in the future!

...

*Trevor is a Canadian who lives in UK with his wife and two children, where he has had the great fortune of meeting David and the rest of the Cambridge design community. His published games to date include Dice Heist, Light & Dark, Orc-lympics, Cafe Fatal, and War Chest.*



*David began designing games in 2014, after moving to England and meeting the Cambridge-based chapter of Playtest UK. His first published design was Armageddon, followed by Orc-lympics, Pavlov's House, and War Chest.*



# MENU MASTERS

## or How to Chop a Master Top Iron Chef



### TITAN SERIES: MENU MASTERS

CLP 115 ..... PI | Available Now!

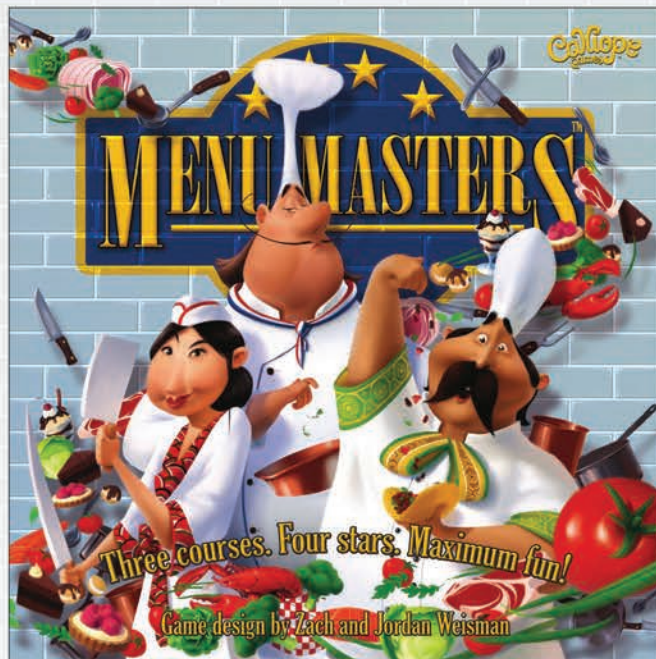
We have all watched at least one of the many cooking shows on television and imagined what it would be like to compete in the kitchen. Whether we are making cupcakes, baking goodies, or going head to head with other chefs, the idea of cooking a fine dish or amazing meal is something that we could achieve. After all, most people have access to food, a cook book, and a kitchen. Any one of us could be the next celebrity chef.

This idea is the basis for *Menu Masters* by Calliope Games. In the game, players assume the roles of world class chefs competing against each other to create the greatest dishes with the most delicious ingredients. As you prepare to open your new restaurant, you will need to manage your money and skills to create epic menus by procuring top quality proteins, produce, and desserts. Each chef has three assistants. You and your assistants will each take on a task each day; will you go out shopping for ingredients or earn funds for your new restaurant?

*Menu Masters* was designed by Zach and Jordan Weisman as part of the Titans of Gaming series. This series was created by Calliope Games to showcase the greatest game designers in the game industry. The challenge to the designers was to take a standard game mechanic and design a gateway game around the mechanic. In this way, hobbyists would be able to introduce their favorite types of games and mechanics to friends and family in a form that these new players could understand, master, and enjoy.

*Menu Masters* is a worker placement style game. On each turn, players take turns assigning their chef cap pawns to one of three actions: 1) shopping at one of the stores on Market Street, 2) owning one of the stores on Market Street, or 3) collecting money from the bank. By shopping at a store, you will be able to buy the ingredients you need to build your menus; this action will cost you money. Owning a store will allow you to collect all money spent by other players at that store for the turn. The trick is that no player is permitted to both own and shop at the same store.

There is also a clever bidding mechanic tied in to the worker placement element of the game. Because of the age-old rule of "Supply and Demand," the more people in line to shop at a store, the more expensive each item will be. Players stack their chef cap pawns under others in the stores to "line up," and the price of all ingredients is equal to the



current number of pawns in the stack. If there are five pawns in line at the Butcher Shop, the top pawn – or first in line - gets first choice of the many cuts available; but they will pay the highest price. As people choose to make a purchase or pass, the price goes down, but so does the selection.

Chefs will have access to several menus that they might choose to offer at their establishment. These menus could be simple dishes such as Steak and Tomatoes (but done with the Master Chef's panache and élan) or a beautifully plated three-course meal. The clever Chef will need to gather the necessary ingredients from the appropriate shops to fulfill the demands of the menu. Once obtained, the Chef will announce "Today's Special" and add the completed menu, along with the ingredients, to their score pile. The quality of the ingredients will determine the boost to the Chef's reputation.

At the conclusion of a round in which one or more Chefs have completed their third menu, the scores are tallied. The Chef who has gathered the most stars for their innovative and tasty creations will be declared "The Menu Master" by the town's food critics. A successful culinary career is guaranteed (until the next wave of Chefs challenge for the title)!

*Menu Masters* is a simple-to-teach and fun way to introduce players to the concept of worker placement. The game features beautiful art that will draw in new players and the strategic choices are both easy to understand but challenging to master. The clever bidding system and logical set-collection mechanics add to the experience. Experienced gamers will enjoy sharing *Menu Masters* with their friends and family and they will be able to show others why Gaming is such an enjoyable hobby.

Calliope Games' "Titan Series" is a thoughtfully crafted line of gateway games that will welcome new players to the table and foster shared experiences. And much like a fine meal at a fantastic restaurant, your group's experience with *Menu Masters* will be remembered. *Bon Appetit!*

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# STAR TREK FLUXX



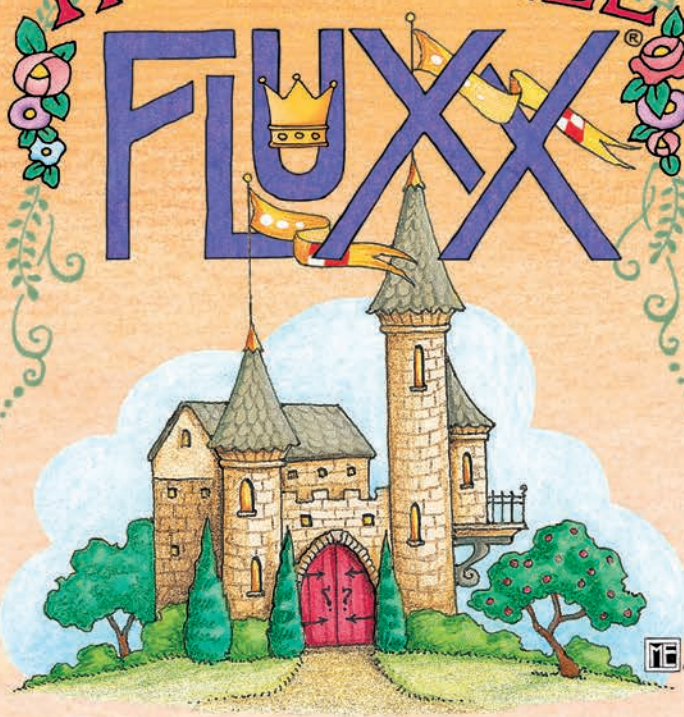
LOONEY  
LABS

# MARY ENGELBREIT LOONACY

the maniacal matching card game



# MARY ENGELBREIT FAIRY TALE FLUXX



# STAR TREK THE NEXT GENERATION

# FLUXX





# BARBEARIAN BATTLEGROUNDS



## BARBEARIAN BATTLEGROUNDS

GNE BB01 ..... \$24.95 | Available July 2018!

### What is BarBEARian Battlegrounds?

BarBEARian Battlegrounds is a simultaneous action, dice-puzzle, worker placement game. If that sounds like a mouthful, it's because this is a big game jammed packed in a small box. Players take command of a village of adorable bears out to prove that they are actually tough warriors! There are multiple paths to victory, and a deceptive amount of strategy in this cute little package.

### How does it play?

Every player starts with three dice — three bears that are going to help you build up your village, complete trials, and steal stuff from your neighbors. Every round players roll their dice in plain view of one another, observe each others rolls, and then secretly place these dice in their village behind a folded screen. There are a bunch of ways to allocate dice within your village: you can send bears to gather resources (honey, ore, and faith - ya' know, bear stuff), to defend your village, or to go out raiding against opposing clans. When everyone's ready, screens are revealed and the actions are carried out. Players can upgrade their village by getting more bears (dice), hiring specialists to produce more resources, or purchasing new offensive skills to turn their cute bears into ferocious warriors. Players also have hidden objectives that shape strategies and make for some big reveals (and laughs). The goal of the game is to collect seven glory tokens, which can be earned by completing trials, stolen from your opponents or purchased with resources.

### This is a pretty big departure from Champions of Hara, which you also co-designed with Ian. How do you go from there to here?

In short: coffee, beer, and many dry-erase markers. Ian VanNest, co-founder of Leaf Pile Media, and I have been making games together since we first met in our freshmen year of college. *Hara*, *BarBEARians*, and a few titles that are TBA have been the core of our friendship, and everything we make comes from some joke or late night we've shared. In this case, the theme for *BarBEARians* came from a pun that emerged from early brainstorming and worldbuilding for *Champions of Hara*. Gameplay wise the two titles couldn't be more different, but they're made with the same spirit.



### Why bears?

That's a ridiculous question. Next!

... Just kidding. I love bears. They eat, sleep, scratch, hang out in caves - that's me in a nutshell. Bears work their way into everything I create. In this case, Ian and I had been trying to bring the BarBEARian clans to life since we first said the name out loud. We couldn't stop them from becoming a reality even if we tried.

### When you were creating the game, which mechanic did you find the most challenging? Or what evolved from the start of the design to the end that surprised you the most (or both)?

The game started with a simple ideal Ian had several years ago for allocating dice secretly behind a player screen. We both love dice, but hate how they end up getting used in a lot of games. Neither of us enjoy when dice are used to create random player outputs - games where you make a complete strategy, and then watch as your plans fall apart due to bad rolls. That being said, we love games where players get random inputs, but are able to make meaningful decisions that allow to make the most of what they've been given. Luck of course is a key component in fun, and even bad luck can lead to a lot of laughs. The goal of was to create an experience where good rolls are still exciting, but bad rolls will still lead you down fun and engaging strategic paths.

### Anything else you'd like to add?

The promo card that came with the last issue! You should use it! There are four different cards, and the one you're holding was randomly inserted. These cards work just like the other upgrade cards in the game. The only catch being that unless you've got your hands on a few of these magazines you'll only have one copy of the card - meaning the first player to purchase it in game is the only one who can have that upgrade. There are some fun twists in these promo cards, and I think folks are really going to enjoy them. That being, I definitely recommend playing a game or two without your promo card first.

...

Walter was born the youngest of four gamer brothers, who instilled in him the passion for slaughtering evil and leveling up from a young age. He learned to read from Spider-Man comics, and developed his motor skills on the N64. In 2013, Walter co-founded Leaf Pile Media - a small design studio whose goal is to create games that are accessible to learn, beautiful to experience, and rewarding to play. He is now the creative director at Greenbrier Games, working on titles such as *Champions of Hara*, *Grimslingers*, and *Folklore: The Affliction*.



# WAR<sup>TM</sup>



# chest



an elegant, easy-to-learn,  
tricky-to-master battlefield  
strategy game.

Can you master the game of kings, queens and warriors and lead your armies to victory, in this beautifully-crafted game of tactics and strategy?

War Chest is a simple to learn, yet highly re-playable strategy game, where the players each control armies of unique units. It combines drafting, with an elegant army composition mechanic. War Chest challenges you to develop alternate strategies to recruit more troops, offset your losses, and outmaneuver your opponent in order to defeat them.

## COMPONENTS

74 Unit Coins  
4 Royal Coins  
1 Initiative Marker  
16 Unit Cards

16 Faction Control Markers  
4 Bags  
1 Board  
1 Rulebook

AEG 7035

[WWW.ALDERAC.COM](http://WWW.ALDERAC.COM)



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Warning: Choking Hazard! Not for use by children under 3 years of age.





# HE'S SUCH A CARD!

USAopoly **THE MERC WITH A MOUTH LETS YOU WIN IN DEADPOOL VS THE WORLD**

## DEADPOOL VS THE WORLD

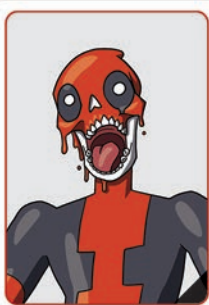
USO PA011464..... PI | Available Now!

Just upon hearing the game title *Deadpool vs The World*, one might envision a barrage of carnage and acrobatics from an unwavering dominant figure in red. But before you can bet that Deadpool emerges victorious, nonchalantly dusting the chip on his shoulder, he won't. Your assurance in the weapon wielding, instantly healing antihero begins to diminish as you browse the contents of the box and reinterpret its title. As if an unmasked Wade Wilson broke the fourth wall to provide a narrative himself, it becomes clear in this case that he can't catch a break.

In *Deadpool vs The World*, a new adult party game and the first of its kind officially licensed by Marvel, you'll encounter the smack-talking assassin interminably stuck with the short end of the stick—among other objects—and there's only one way to make sense of it all: You've got some explaining to do.

### CURSED WITH LIFE

Getting impaled with stripper poles or skiing crotch-first into a conifer is obviously all in a day's work for the wisecracking mercenary. So when Marvel went to USAopoly to make a Deadpool based party game, New Product Development Manager Casey Sershon found it the perfect opportunity to capture how true heroes would make the most out of extreme mishaps—eliciting laughter at someone's expense. "The exact concept of the game wasn't totally clear at first, but we knew that it had to be ridiculous," Sershon recalled. The primary qualifier being, of course, that the character's thick skin would render him unscathed. "Deadpool is invincible, so all of these terrible things can happen to him."



As players will find in the game, there's an abundance of unusual ways that a regenerating superhero would succumb to a life curse. The game features 100 of them to be exact, in a deck of illustrations depicting Deadpool in unsightly scenarios appropriately named "WTF?" cards. Your objective is to provide the funniest, off-the-wall backstory for each

image and explain how the "Merc with a Mouth" came to find himself in such unspeakable situations.

The San Diego-based designer worked diligently with Marvel's Product Development Designer Brian Ng and in-house artists to conceive the distinctive ways Deadpool is put through the wringer (and in hogties, and on an exploding toilet...). "I was watching *1,000 Ways to Die*," said Sershon. "I researched the Darwin Awards. I looked at all the dumbest stuff you could ever do."

### CAPTION OR IT DIDN'T HAPPEN

Despite ranging from mildly cringe-worthy to downright absurd, the graphic WTF? cards won't tell Deadpool's tale alone. An additional deck of 300 reusable "Caption" cards with fill-in-the-blank phrases is used to throw players a creative bone. Five of these are dealt facedown to each player at the start of each round as an arsenal of answers, from which you must select one to fill out (using the provided wet-erase markers). In the spirit of Deadpool's dark humor, you can expect the provided prompts to inspire statements that run the gamut of inappropriateness.



### THE FELT-TIPPED PEN IS MIGHTIER THAN THE SWORD

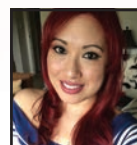
Everyone's a critic, but in *Deadpool vs The World*, there's only one person to impress. Each round has an appointed dealer whose role, on top of revealing a WTF? card for the group to examine, is to do what cynics do best... judge their peers. This designated "Editor" collects and scrambles completed Caption cards from all players before reading them aloud, one after another, to provide context for the displayed cartoon. Whoever's caption provides the most rousing and fitting explanation gets to claim the WTF? source card as a point. The first player to accrue five WTF? cards takes the game. Fierce competition is common among cunning fans who can relate to Deadpool's demeanor, and thanks to the customizable content, responses can go from endearing, to depressing, and even damning, depending on who you're playing with.

"It makes the game infinitely re-playable," mused Sershon.

*Deadpool vs The World* will be available in June from your local game store, but to keep your idle hands busy until then, tear into the mini-game within this issue and put your sense of humor to the test! Pick and complete the perfect Caption card out of the ten provided to match one of the two WTF? cards. Whether playing with friends or yourself, come up with the funniest caption you can, for the D! I mean, W!

...

Michelle Quillen is a copywriter and former video games journalist. Excerpts from her work in progress *To Correct and Unnerve* (based on her tenure as a Grammar Police officer) can be read online as replies in various Comments sections. When not watching crime documentaries, she can be found on Twitter at @michellequillen, or in the kitchen where she belongs.





# 1.4 FD LASER CANNON TEAM UNIT EXPANSION

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Full contents not shown.



# E-WEB HEAVY BLASTER TEAM UNIT EXPANSION

SWL15 \$19.95





# ADDING SOME CHARACTER



George R. R. Martin's *A Song of Ice and Fire* book series is filled with memorable characters. We grow to love them, to hate them, and learn about them as the series progresses. They are the power players in the stories, giving readers subjects to latch on to and keep the narrative clear. Soon, players of the *A Song of Ice and Fire: Tabletop Miniatures Game* will also be able to learn to love, hate, and learn about these characters in a whole new way. CMON is releasing the first three Hero Boxes for the game, each one filled with both Combat Units and NCUs that players can add to their forces. Let's take a deeper look into each.

House Stark is best known for their resiliency and loyalty. Winterfell, their home, is the last true bastion of civilization before the wilds of the north. Their family and allies are known for producing rugged offspring, and the direwolf that is their sigil can also be seen taking to the battlefield. The Stark Heroes I box includes six new characters, including Rodrik Cassel, Howland Reed, Brynden Tully, Eddard Stark, and Bran Stark, along with his companion Hodor and his direwolf Summer. The set also includes all the cards necessary to bring them to battle, including new Command cards for characters that can be chosen to lead the Stark forces into battle. These stalwart fighters will be a welcome addition to any army.

House Lannister has some of the deepest coffers in all of Westeros. If money is involved, you can bet that they will spare no expense when it comes to furthering their various agendas. While this might mean a rather haughty attitude when it comes to their fellow men, the Lannisters know that whatever they want, they can pay for, and whatever they can't pay for, they can get through other



means. This is reflected in their characters in the Lannister Heroes I box. Some prove their strength directly on the battlefield such as the Hound, Lord Tywin, and even the diminutive Tyrion. All decked out in arms and armor, the best money can buy. Then there's the shadier characters that do their work behind closed doors, such as Maester Pycelle and the High Sparrow. Their scheming has no less effect on combat, but it manifests itself in other forms. This set contains five new characters that

Lannister players can add to their forces, along with their various stat and Command cards.

While the five major Houses in Westeros might seem the only ones worth paying attention to, there are plenty of smaller houses and factions willing to lend their skills to anyone... for the right price. Their motivations and goals are purely their own, without a single major House to claim them as their staunch ally. This flexibility can be both a blessing and a curse for both these people, and the major Houses. In the Neutral Heroes I box, all players in the *A Song of Ice and Fire: Tabletop Miniatures Game* can find characters willing to be under their command.

People like Roose Bolton and Ramsay Snow are quite capable of holding their own in combat, while the likes of Petyr Baelish and Lord Varys leave the swordplay to others. The set also has Command cards, since the Neutral faction can be played as a faction in and of itself.

Westeros is filled with larger-than-life personalities. These characters are at the center of the War of the Five Kings. They are the great army commanders, as well as the religious leaders, shrewd

businessmen, and trusted advisors. There are many who would claim the Iron Throne for themselves. But, in the end, only one can be seated upon it. If one truly wishes to be upon it, they must surround themselves with capable individuals. These new sets give players just the edge they need in their bid to rule the land.

...

Jason "Polar Bear" Koepp is a Content Producer for CMON and Editor in Chief of the *Tabletop Gaming News* website. He lives in Atlanta where he enjoys baking and sharing the results with the others in the CMON offices.



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or pretty much ever...

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# DON'T MESS WITH CTHULHU DELUXE

## DON'T MESS WITH CTHULHU DELUXE

IBC DMWC2 ..... \$19.99 | Available September 2018!

Indie Boards and Cards is proud to present a deluxe version of *Don't Mess With Cthulhu*. *Don't Mess With Cthulhu Deluxe* now includes the previous limited release expansion "Necronomicon" and plays up to eight players.

*Don't Mess With Cthulhu Deluxe* is a social deduction game with secret identities that plays super fast with tension from the first action. In this tongue in cheek approach to the Cthulhu universe, players are either Investigators trying to keep Cthulhu from waking and controlling the world, or Cultists that want to bring the world to a disturbing end. *Don't Mess with Cthulhu Deluxe* is a super easy introduction into the social deduction genre, a game that you can teach in few minutes, and the quick play time makes it easy to play over and over again.

In *Don't Mess with Cthulhu Deluxe*, player's must work together to advance their personal goal of finding Elder Signs or the great Cthulhu. Before each game, players are dealt a secret identity, either an Investigator or Cultist. The Investigators are trying to reveal the Elder Signs, Cultists are trying to uncover the great and powerful Cthulhu. All roles are kept secret, so no one is certain who is with them or against them. Hilarity often ensues at the end of the game when players find out they were trying to work with opponents!

Game play takes place over four rounds. At the beginning of every round, the players are secretly dealt investigation cards. These cards are three different types - Elder Signs, Cthulhu, or Futile Investigation. After players look at their hand, cards are shuffled and put in front of themselves so they do not know which card is which. All players take turns declaring which cards are in front of them — but it they don't have to be truthful. In fact it pays to lie a bit until you have a better idea of who is on your team.

Each turn, the active player will choose to flip over one of their opponent's cards and reveal the contents underneath. And since no one really knows exactly which card is which, there is tension in the air on every turn. Play will proceed with the player whose card was just revealed, flipping another card. If at any time Cthulhu is revealed, the game is instantly over and the Cultists win. Now you know why Investigators might want to lie and keep Cthulhu's location a secret!



The round ends after the number of actions taken in the round is equal to the number of players in the game. The investigation cards that were not played are shuffled together and dealt back out between the players. The players repeat the process of looking at their

hand, shuffling and randomly dealing them out in front of themselves, declaring which cards they have, and most importantly deciding whether or not to be truthful. As the rounds progress, you'll get more information on each player but never enough to know for sure who is on your team without being able to read their poker faces.

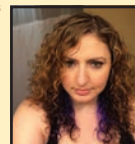
If all the Elder Signs are revealed, the game ends with a win for the Investigators. If that doesn't happen, the Cultists win after four rounds have been completed. Games can take a minute or fifteen — but *Don't Mess with Cthulhu* never overstays its welcome and includes scoring rules for playing multiple games in one sitting. Don't go down in defeat too many times in a row, for if you do, you'll be sure to go insane and lose it all.

What makes this the Deluxe Edition are the two modules included from the Necronomicon expansion, and enough cards to play the game up to eight players. These were previously limited promo items, so this is their first retail release. These expansions give players more ways to experience the nail biting fun of *Don't Mess with Cthulhu*. In the first mini expansion, Investigators must also uncover the Necronomicon, but they can't do so until unless at least one Elder Sign has been revealed. The secrets of the Necronomicon are too deadly, and the Investigators will lose if they discover it too early. The second module adds Objects of Power, special cards have actions that trigger when revealed.

*Don't Mess With Cthulhu Deluxe* is a fantastic bluffing party game that is easy to teach and addictive. Investigators and Cultists will manipulate their opponents to compete for domination to protect the world from chaos or bring it to a disturbing end. Get ready to outsmart your teammates with the new deluxe version that offers game play for four to eight players!

...

Tricia has been an avid gamer since early childhood. She loves making the world a better place one game at a time. If you see her at a con, stop by, say hello, and play a game!







Overlight is a fantasy roleplaying game of kaleidoscopic journeys: a visceral, dangerous, and brightly-colored setting. Characters will search for personal meaning among a fantastic, sometimes violent, and overwhelming world.

**EMBARK ON YOUR JOURNEY**  
**SEPTEMBER 2018**



**GAMES WORKSHOP**

**NINJA DIVISION**

# WARHAMMER® DOOMSEEKER

**WARHAMMER: DOOMSEEKER**

**NJD 411401 ..... \$39.99 | Available August 2018!**

*"I am a dwarf! My honor is my life and without it I am nothing. I shall become a Slayer. I shall seek redemption in the eyes of my ancestors. I shall become as death to my enemies, until I face he that takes my life and my shame." - Gotrek Gurnisson, swearing the Oath of the Slayer.*

Ninja Division Publishing, in cooperation with Games Workshop, return to the Old World in *Doomseeker*! This tabletop card game gives from two to four players a fast, fun, and furious battle against terrible creatures from the Warhammer world. Your mission? To find a glorious death at the hands of your foes, and regain your heroes honor.

Licensed by Games Workshop, and written by veteran game designer David Freeman, *Doomseeker* gives players a bloody mission of havoc, seeking their end as one of characterful eight Dwarf Slayers. Complete with card drafting mechanics, strategy, and a lucky roll of the dice, players will choose their foes and stack the odds in their favor to add more notches to their axe before joining their ancestors. 'Fans of Warhammer will get to return again and again to the Old World with *Doomseeker*!'

Though fast to learn, *Doomseeker* has layers of strategy built atop your heroes' simply trying to be the first one in the ground. Glory is earned through careful selection of enemies, discerning selection of treasure and weapons to bring on your quest, and paying attention to your fates and grudges, multiplying your glory and aiding you in battle. Should a beast or foe so terrible see you laid low, your path can bring you to victory in a number of different ways.

In *Doomseeker*, 2-4 players assume the role of Slayers to battle the monsters of the Old World and find a worthy death. Players will slay many foes, hoard gold, and purchase deadly new weapons. If lucky, players will find their deaths at the hands of an epic and terrible foe. During the quest, Slayers earn renown through slaying dooms and satisfying grudges. During rounds each player takes a turn. The active player draws a Fate Card. Those cards normally change or reference the fight that is about to happen in some way. Then each other player will be able to play a fate card that could impact the upcoming battle for the active player.

Once all players have done so, the active player plays a final Fate Card and then faces their chosen Doom. If the Doom is defeated by a combination of a dice roll and the Slayer's strength being higher than the strength of the Doom, then the active player adds that doom to their scored pile as well as the gold value listed for the Doom. Once all players in the game have had their chance to face a Doom, then a new round begins.

The game's rich contents is fully illustrated and bleeds the raw chiseled flavor of the Warhammer Slayers. Fate cards can influence the outcome of battles for the player, or their opponents. The Doom Deck provides the monsters, beasts, and other denizens of the Warhammer world that each Slayer will seek to overcome to obtain gold and renown. With gold earned, a Slayer can purchase weapons and artifacts from the Treasure Deck that can aid them in battle, from rune encrusted axes to cleave your foe, to a hearty cask of Bugman's finest!

Each player faces battle until that fateful encounter that results in their death. Even in death, however, the player can still play Fate cards and influence battles. Betting amongst the dead is encouraged as well, as each bet placed and won earns that player more renown. Once every Slayer meets their end, or if there are no more Dooms with which to battle, the winner is the Slayer with the most renown. Only the greatest of Slayers will rest in victory!

To be a Slayer is to be amongst the strangest and most deadly of all dwarf warriors in the Old World. They are outlandish doomseekers, wholly dedicated to wiping away some stain on their honor by taking the Slayers oath and going out into the world until they find their death in battle.

So, take up your axe, get a few new tattoos, there's slaying to do. Find your way to *Doomseeker* by Ninja Division Publishing, it's a bloody good time.

...







# SPYFALL



MSRP \$25

Release Date **August 2018**



3-8



13+



15-45 mins

For more information, visit  
**WWW.CRYPTOZOIC.COM**

In this exciting variation on the social deduction game **Spyfall**, players take on the roles of the World's Greatest Super Heroes as they have a secret meeting at an iconic location, such as the **Batcave™**, **Daily Planet™**, or the **Fortress of Solitude™**. The problem? One of them is secretly **The Joker™** in disguise!

In the **intense 8-minute rounds**, the non-Joker players ask questions and give answers to deduce which one of them is the Clown Prince of Crime without giving away the location, while The Joker™ player tries to **figure out the location** before his or her identity is revealed! Players have to exhibit subtlety to deflect suspicion and help their side win.



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# Meet the Ancients!

SANDY PETERSEN'S  
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## PATHFINDER: CTHULHU MYTHOS

PTG RPG-PF..... \$44.99 | Available Now!

For *Cthulhu Wars* fans, "The Ancients" are an unusual new faction with special characteristics that will enhance your game play. Understanding their unique features and abilities will help you create a winning strategy.

### GENERAL CHARACTERISTICS

The Ancients have six acolytes, like everyone else. They also have two types of monsters – the Un-Men and the Reanimated, and they get three of each. They also get three Yothans. Uniquely among all factions, the Yothans are Terrors, and they are the **ONLY** Terror that appear in groups (all the rest are loners). Finally, they have four Cathedrals, their new special building.

### FUNDAMENTALS OF BEING ANCIENT

The Ancients have to be extremely sensitive to the other players, engaging in diplomacy and negotiations to an extent previously unknown in *Cthulhu Wars*.

Like Yellow Sign, you need to travel across the world. In your case, this is to build Cathedrals in the same areas marked with Symbols as Yellow Sign (though you also have to build one Cathedral in an unmarked area). Fortunately, you have an ace up your sleeve – other factions often rather like to share their areas with a Cathedral. But you can't always rely on this, and you lack the punch of Yellow Sign's undead army.

Like most factions, each of your creatures has a spellbook dedicated to it. Unlike every other faction, these spellbooks actually make your creature inferior in some way!

However, they're still worth getting for two reasons. First, they make the creature **MUCH** less expensive, and thus let you have a good combat punch (which you'll need). Second, you can't win the game without all six spellbooks!

Your special faction ability is Dematerialization, which is useful in movement. In play, you'll find this useful not only for planned attacks, but also for building your Cathedrals.

### YOUR MONSTERS



The Un-Men have a Combat of 0. Once you get their Festival spellbook, you can summon them for Cost 0 as well, which is a great deal. Unfortunately, when you do this, you must choose an enemy to gain 1 Power. So, you may not want to do this too much in the early game.

The Reanimated have a Combat of 2, and when you get their Mindless spellbook, their cost drops to 1 apiece, which is a real bargain. Their only weakness is that they cannot Move, Battle, or Capture unless non-Reanimated unit of yours is in the area, to give them commands.

The Yothans are your most powerful units. Not only are they resistant to many spellbooks since they are Terrors, but they have a Combat of 7! Their spellbook of Extinction means they only cost you 3 Power, but gives them the serious drawback that when they are killed, they go back into the box, and can never be re-summoned again.

Naturally enough, some players freak out over these weaknesses and try to work around them. But the cheaper price of getting the spellbooks far outweighs their disadvantages.

Even the Yothan's dire Extinction is not so terrible – usually you won't need to use them in combat until the last turn or two, and if you are able to pace out your losses over time, all is well. To be frank, if you lose your last Yothan near the end of the final turn, who cares? You won't need him again, and really, if he died in battle, his 7 dice may well have done the job you summoned him for.

### THE CATHEDRALS

Cathedrals must be constructed by your Cultist. Unlike Gates or Desecrations, you don't have to keep a unit in the Area to continue to gain a Cathedral's benefit, and they can be abandoned upon completion.

Cathedrals cost either 3 or 1 Power to complete, depending on whether they are adjacent to another Cathedral (they're cheaper when **NOT** adjacent). So, your first Cathedral only costs 1, but then you're often better off moving a unit two areas away before building the next. Fortunately, your Dematerialization ability lets you move multiple units for free.

The Cathedrals serve two important purposes. First, no less than **FOUR** of your spellbooks' requirements are tied to building Cathedrals! So, you need to hop on this right away. Second, three of your spellbooks are specifically tied to your Cathedrals. These are

Worship Services, Consecration, and Unholy Ground.

Another subtle effect is that when you remove a Cathedral, this typically denies another player his free point of Doom phase Power. This also lets you re-build that Cathedral in an area controlled by a more amenable player, as well as punish (if only slightly) an enemy.

...

Sandy got his start in the game industry at Chaosium in 1980, working on tabletop roleplaying games. His best-known work from that time is the cult game *Call of Cthulhu*, which has been translated into many languages and is still played worldwide. He also worked on many other published projects, such as *Runequest*, *Stormbringer*, *Elfquest* and even the *Ghostbusters RPG*, and was instrumental in the creation of dozens of scenario packs and expansions. He also acted as developer on the original *Arkham Horror* board game. In 2013 he founded Petersen Games which has released a series of highly successful boardgame projects, including *Theomachy*, *Orcs Must Die!* the board game, and the much-admired *Cthulhu Wars*. His games have sold tens of millions of copies worldwide, and he has received dozens of awards from the game industry.





# Folklore

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 Available: Jul-2018





# GOODCRITTERS



**FROM CORRUPT POLITICIANS TO CRITTERS PERFORMING HEISTS,  
 A DIALOGUE WITH DESIGNER FABIAN ZIMMERMANN AND DEVELOPER BRYAN POPE.**

## GOODCRITTERS

AWG DTE07GC ..... \$24.99 | Available September 2018!



*GoodCrittters* is a game for 4-8 criminal critters who pull off heists and fight over the loot! Whoever's the chosen boss can distribute the loot however they like, but it's the crew that has the final say. If the crew doesn't like the split, they might just tell the boss to take a hike and put some other critter in charge!

### How did *GoodCrittters* start? Give us some history about the game.

**Fabian** - The first concept came from the mathematical problem "The Pirate Game", where gold is distributed among a pirate crew, but the theme changed to corrupt politicians. One player is president and their job

is to distribute money to themselves and fellow politicians.

After designing the game, *Tiefe Taschen*, I couldn't find a publisher in Germany. The theme (politics and corruption) was problematic for many publishers. However, during dozens of playtests and several board game conventions, I kept receiving very positive feedback. Many people from the board gaming community encouraged me to self-publish the game. So, I quit my job for a while, and published *Tiefe Taschen* with the money from a crowdfunding campaign and my savings. I manufactured a production run of about 2400 copies in 2016; 300 sold in the crowdfunding campaign.

I went to lots of conventions to sell the remaining copies, and I sent the game to many reviewers. One of these reviewers was Tom Vasel from The Dice Tower, who liked the game and recommended it to Arcane Wonders for the Dice Tower Essentials line of games. I was happy when Arcane Wonders decided to publish *Tiefe Taschen* with a fresh theme and improved rules as *GoodCrittters*.

**Bryan** - Tom Vasel first introduced Deep Pockets to Arcane Wonders at the 2017 Dice Tower Con. We are huge fans of group negotiation and bluffing games (for example, *Spoils of War* and *Sheriff of Nottingham*), so this game had our immediate attention. The game already has a good reputation as *Tiefe Taschen*, and we believe fans will love the improved version, *GoodCrittters*.



### Tell us a bit about the development process of the game, and how the theme changed from *Tiefe Taschen* to *GoodCrittters*.

**Bryan** - We considered many themes for the game, including business, fantasy and pirates, before settling on our current *GoodCrittters* theme — a small gang pulling off heists in the 1920's. The fresh new artwork gives the game a lot of flavor, with 8 fun animal characters.

**Fabian** - I really liked the way we worked together on *GoodCrittters*. We sent lots of emails discussing several variants of the game. Bryan did lots of playtests and he had many great ideas on how to improve the game. We always discussed each idea and worked together to make some great improvements from *Tiefe Taschen* to *GoodCrittters*.



### What are some of the improvements that were made to the game? How did these changes make the game better?

**Bryan** - With Fabian's assistance, we implemented several innovations and improvements:

- Fabian changed the way tie votes work, so that more players have the opportunity to be the Boss.
- We removed the "\$1,000" amounts, leaving \$2,000-\$5,000 Loot Cards. This created a little less "swinginess" in the game.



- We streamlined the bribing rules, making it clearer and easier to bribe. We also added optional payoff cards (\$1,000 bills) that can be used to encourage bribing (making it both affordable and worthwhile).
- All of the Loot cards are subdivided into various Loot types. This added a little flavor now, but also would be useful for promo cards and possible future expansions.

**Fabian** - There are lots of improvements as Bryan mentioned, but the biggest change was having players stay in play after resigning.

In *Tiefe Taschen* when a majority votes against the distribution of money, the current president resigns and is eliminated from play until the money is successfully distributed. The next "new president" would distribute the same money to fewer players.

In *GoodCrittters*, resigning bosses stay in play. Whenever a boss is forced to resign, the next "new boss" draws two additional loot cards. The new boss then distributes more loot between the same number of players.

We removed the temporary player elimination to keep all players constantly engaged. The penalty for an unsuccessful distribution is now much more social in nature. When Bryan proposed to remove the player elimination I first was very skeptical, but after the first playtest I was immediately convinced. This was the biggest improvement.

### Do you have anything additional to add, or anything interesting that was not otherwise covered?

**Fabian** - I want to say thank you to the numerous people who helped to realize *Tiefe Taschen* and *GoodCrittters*. For me, this is the greatest project I ever worked on.

**Bryan** - Fabian Zimmerman was wonderful to work with, we couldn't be happier about *GoodCrittters*, and are excited for its launch this September!

...

Bryan is CEO of Arcane Wonders and Superclean. He lives in Dallas, Texas with his wife Alliya, and 5 kids. He enjoys guns, archery, camping, swimming, reading, reptiles, and good cigars. His passion is game design, and he has an active hand in the development of every Arcane Wonders title.

Fabian is working as a Software developer. He lives in Kaiserslautern, Germany. He enjoys Soccer, Table tennis, Cycling, Skiing and playing and designing board games. *Tiefe Taschen* was his first published board game.





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## ROLL FOR YOUR LIFE, CANDYMAN!

**SND 0033..... \$19.95 | Available October 2018!**

Just in time for the Holidays, Smirk & Dagger is bringing friends and families closer, by tearing the limbs off of each other in a whole NEW way. *Roll For Your Life, Candyman!* Is a speed-dice sequel to their original *Candyman* game and has two to four players face off in arena style, free-for-all battles, rolling their dice like crazy. When a player gets all four of their dice to match, they grab the plastic candy cane at the center of the table, stopping the action - and claiming an opponent's limb matching the die result. For example, if a player rolls 4 Leg icons, they can take the leg off another player's cookie as a Trophy.

Your Gingerbread cookie is a set of six die-cut pieces, a body, head, two arms and two legs, which are arranged in front of you. And, in keeping with tradition, each cookie has a hilariously mean personality and individual candy weapon of choice, from the rather lethal-looking rock candy bat to a battle axe fashioned out of a candy corn and a sugar orange slice. As players take damage during the game, they lose Cookie Parts. Losing all of your 'puzzle-board' parts eliminates you from the round - but fear not, it is the player at the end of three rounds who has collected the most cookie parts that wins the day!

The frantic dice rolls keep the tension and excitement high, as only the first to roll a matched set and grab the candy cane will be able to attack. A player who rolled the right dice, but missed grabbing the candy cane in time is too late - and must reroll all their dice as the action resumes.

Each scoring round is just 10 minutes (tops) and very easy to explain, making demos easy and are high energy enough to draw a crowd. The folks at S&D, and designer Andy Geremia, have distilled the best parts of the original game into a thrill-a-minute version that really amps up the fun.

Special Treats add deliciously to the theme and provide some nasty surprises for players. By rolling 4 Peppermint Swirls, a player may randomly choose from an assortment of hidden Special Treats and place the token on their cookie as a protective shield. Until it is removed, that cookie is safe from harm, but by removing it, an attacking player activates the Special Treat's abilities. Perhaps the owner can now claim someone's head - or reattach a cookie part they took from someone else onto their own cookie. There are twice as many Treats as you can have in play at a given time, so one is never sure of what abilities will be triggered.

Since 2005, this game's predecessor, "*Run For Your Life, Candyman*," has wormed its way into our hearts as an oddly cathartic way to poke fun at the most sweetly innocent game ever made. It has inspired fans to bake actual gingerbread combatants to place in the arena, mark damage with frosting, and bite off lost limbs with glee - and has become a staple for many Holiday gatherings. And now, those same fans will delight in this lightning-fast version of



cookie crumbling mayhem. At just \$19.95, with 16 dice, 4 amazing gingerbread cutouts and an acrylic candy cane to grab - this will be an 'auto-buy' for a lot of folks, including those who have never heard of the original game.

LET'S GET READY TO CRUMBLE!!!! when *Roll For Your Life, Candyman!* debuts October, 2018.

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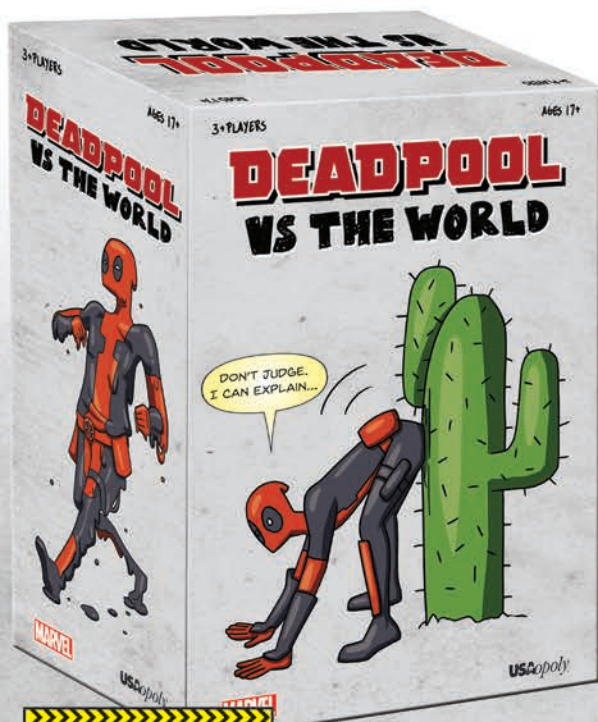
*Curt Covert is the owner of Smirk & Dagger Games. A fourteen-year veteran in the industry and the inventor of Cutthroat Caverns, Hex Hex, and Nevermore, just to name a few. In 2018, his new line, Smirk & Laughter, will reach a broader audience than ever with games intended to connect with players on an emotional level.*



"ADULT PARTY GAME OF THE YEAR!"  
-SOMEONE IMPORTANT, LIKE CHER

# DEADPOOL VS THE WORLD

Deadpool makes his mark on adult gaming in Deadpool vs the World, a hilarious party game for mature audiences. The player who best describes Deadpool's compromising situations wins the game.



**WARNING!**  
NOT SAFE FOR CHILDREN

**WET-ERASE  
CAPTION CARDS:**  
PLAYERS WRITE IN THEIR  
BEST EXPLANATION

100 CUSTOM  
ILLUSTRATIONS  
OF HILARIOUS  
DEADPOOL  
PREDICAMENTS

**WTF CARDS:**  
THE EDITOR  
REVEALS A WHACKY,  
ILLUSTRATED CARD

**WRITE  
YOUR OWN  
ANSWERS!**



**THE EDITOR  
PICKS A  
WINNER FOR  
THAT ROUND**

**NEVER THE SAME  
GAME TWICE**  
PLAYERS WRITE THEIR OWN  
EXPLANATIONS ON  
WET-ERASE CARDS



I'VE NEVER FELT  
[REDACTED]

SO CLOSE  
TO NATURE

[REDACTED] KEEPS ON  
SLIPPIN', SLIPPIN',  
SLIPPIN' INTO  
[REDACTED]

A THORN  
MY BUTT CRACK

[REDACTED],  
FOR THE  
ENVIRONMENT.

Twerking

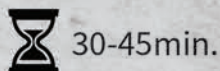
[REDACTED] AND  
I HAVE A  
COMPLICATED  
RELATIONSHIP.

MOTHER  
NATURE

[REDACTED] IS  
EXPENSIVE. GOT  
TO IMPROVISE TO  
MAKE ENDS MEET.

acupuncture

ALL MY FANS  
APPRECIATE THE  
ADULT NATURE



USAopoly

MARVEL



/ usaopoly



# The Drums of War

## STEP INTO HISTORY

Too often, we know the tumult in the New World to be framed by the conquerors—the Europeans who pillage everything they come in contact with in order to hollow out the area, claim it as their own, and build their monuments in place of longstanding tribal tradition. Amid this violent backdrop, though, are thriving civilizations, fearless warriors, and cultures so poignant that they shape the lifestyles of the colonies that settle their land.

In the seventeenth century, the Native Americans came face-to-face with the biggest adversaries of their life. They face the beginning of the end—the beginning of the end of freedom, self-governance, and for some tribes, existence. Many coastal tribes are being forced inland, are under a European yoke, or have disappeared entirely. As European expansion grows, so does the forced retreat of Native Americans. Even so, many native peoples stand their ground, sometimes opting to form alliances with the newcomers whom they believe will most benefit them in the future. Unfortunately, these partnerships all too often end in disaster for either or both parties. The colonial expansion of European powers is simultaneously hindered and abetted by Native Americans, inevitably to the detriment of tribal peoples. Alternatively—and on a smaller scale—sea rovers in the form of both pirates and privateers often benefit from alliances (or servitude of) various native tribes.

## FORCE HIGHLIGHTS

The island tribes of the Caribbean are no less colorful or diverse as those of the European nations they intend to fight off (of, in some cases, fight alongside). The Kalinago, in addition to being warriors, are happy to rove the sea in their *pirogues* and *bacassas* both for war and trade. These Caribs, as they are also known, cunningly ally themselves with the forces most apt for their survival and manage to hold their own against European expansion for a long while.

Meanwhile, the Darien (also called the Cuna), are known amongst European settlers as the most dangerous people on the perilous Isthmus of Darien. They are, at any rate, the tribe who end the life of that butcher buccaneer, Francois l'Olonnais. These courageous warriors are swift runners who often arm themselves with bow and arrow to take down enemies from a distance and finish them off with the coup de grace from a lance or war club.

Also sparring with the colonists are the aptly named regional tribes of the Caribbean, South America, the Northeastern Woodlands, Southeastern Woodlands, and the Golden Island Tribe—the last of which is led by the legendary King Golden Cap. The King is lauded as a great champion who commands an army of fifty thousand men and a great adversary of the Spanish wherever they might crop up to oppose him. This legend of a man is known to be an impressive, cunning, and stubborn leader who well-deserves the fame he receives (although there are many European settlers who claim he is no more than a story).

Also heading Native American attacks are eight additional new historic commanders. Captain Tabary, as he is known to the English, is the Carib leader who leads heads the “massacres” at Barbuda and Montserrat, an attack noteworthy for its fine planning. Don Andreas, known to be the father of the famed King Golden Cap, is a

revered chieftain known for allying with the English and accompanying his favorite captains across the Isthmus to head attacks against the Spanish. Another terrifying enemy is Metacom (or King Philip, as he is known by the English). Metacom’s father created a peaceful alliance with the settlers of Plymouth, but colonists feared an uprising after Metacom’s ascendance to the head of the tribe. The

good King Philip is not one to disappoint, though his motives and outstanding military leadership are no match for the bad luck and deceit in store for him. Mirroring this variety of resolve and dedication to his people is Matamaha, who notoriously refused to fight with the Spanish. He instead cited to his English ally that he would seek monetary reparations (in the form of robbery) for Spanish attacks on his fellow tribes, but would not engage in combat unless his own people were attacked first.

No matter which tribes or commanders you choose for your collection, the Native American forces are certainly fierce adversaries to be reckoned with by the imposing colonists who seek their friendship—and more often, their destruction.

...

Meagan likes coffee, history, sci-fi, hobby crafts, and fun games. She especially loves any combination thereof, even more if it's all five simultaneously.



**BLOOD & PLUNDER: NATIVE AMERICAN YOUNG WARRIORS UNIT**  
FGD 0061 ..... PI | AVAILABLE JULY 2018!

**BLOOD & PLUNDER: NATIVE AMERICAN COMMANDER**  
FGD 0072 ..... PI | AVAILABLE JULY 2018!



# Blood & Plunder

*No Peace Beyond the Line*



Prepare for new adventure on the Spanish Main! This expansion to the original *Blood & Plunder* line-up will allow you to take control of new groups that existed within the seventeenth century Caribbean. Sail the seas as the powerful Dutch Republic or explore new scenarios as the feared Darien Natives! You can also bolster your existing Blood and Plunder armies with the land and sea European Forces army boxes.

*Come build your crew at*  
[WWW.FIRELOCKGAMES.COM](http://WWW.FIRELOCKGAMES.COM)



# DINOSAUR TEA PARTY

A GAME OF CIVILIZED DEDUCTION

RESTORATION GAMES

## DINOSAUR TEA PARTY

REO 9005 ..... \$19.95 | Available August 2018!

Sometimes, bringing back an old game means an overhaul of the mechanics. Sometimes, it means dinosaurs in fancy hats.

No one was clamoring for *Whosit?*, a 1967 game of deduction, sort of like *Guess Who?* with a little more meat on its bones. From the moment we started Restoration Games, we've asked gamers to tell us what games they'd like to see us bring back. If you go to our website, [www.restorationgames.com](http://www.restorationgames.com), it's the first thing you'll see. We've gotten thousands upon thousands of requests. Just one for *Whosit?* Well, wherever you are buddy, guess what? We're bringing it back!

*Whosit?* More like *Whatsit?*, am I right?

We've restored beloved classics like *Fireball Island: The Curse of Vul-Kar*, *Downforce*, and the forthcoming **REDACTED**. But we also want to bring back hidden gems from the past. There are some old games that have a unique hook but simply never really caught on.

At first blush, *Whosit?* is a dead-simple deduction game. There are a number of characters in the game. Each player is randomly assigned a character. You ask other players questions — "Are you wearing a hat?", "Are you in a green room?" — to try and figure out who they are. Guess the other players' characters to win the game. But it might well be the first deduction game that allows players to lie. A few characters answered according to an assigned personality quirk rather than their actual characteristics. So, for example, the gangster always lies. If you look closely, you can see how modern-day social deduction games, like *Werewolf* and *Coup*, owe a bit of their DNA to this little twist.

In all of our restoration efforts, we try to find the unique hook — the "soul" of the game — magnify that, and build a great modern game around it. For *Whosit?*, we started with these personality quirks. The first thing we did was to randomize the set up, assigning quirks to different characters each game. We ditched the quirk from the original that lets the player just say whatever they want. It proved to be too potent. We added a new one, where the player must switch their answer each time. This really focused the game on the deduction and those nettlesome exceptions that players were forced to suss out.

SWITCHES ANSWERS

ALWAYS SAYS "NO"

ALWAYS LIES

But our work wasn't done. *Whosit?* suffered from a gratuitous, oversized board and some truly cringe-inducing ethnic stereotyping. Ditching the board was easy. But our early efforts to generate new character profiles kept hitting the wall. There's just something awkward about taking people and slicing them up into their different traits.



As it often does, the answer came from Rob Daviau, legendary game designer and our Chief Restoration Officer. As it turns out, he had a quirky little theme he'd been filing away for a rainy day. As we were talking about the game on one of our team calls, he said: "How about a dinosaur tea party." Suddenly, it all just fell into place.



The fancy dinosaurs were brought to life by the talented Matijos Gebreselassie. You can tell he had a lot of fun with it. And that fun flows to the players. Instead of asking dry questions in robotic fashion, the theme encourages players to really take on the role of their prehistoric party-goer. So, "Are you wearing a hat?" becomes "Pardon me, dear, is that your pet lizard who just ate one of the petit-fours?"

*Dinosaur Tea Party* retails in August for \$19.95. So, bust out your best (or worst) British accent, but don't forget your manners. Because there's only one thing more ridiculous than a T-Rex in a bow tie drinking tea — a T-Rex in a bow tie drinking tea, who forgets to turn his pinky out.

Justin D. Jacobson is the president of Restoration Games and an avid cook (by all accounts, the best cook on Team Restoration). An attorney by trade, Justin now uses his powers of lawyering for good, spreading fun to gamers around the world.





## ALLIANCE GAME DISTRIBUTORS

### SPOTLIGHT ON



#### GAME TRADE MAGAZINE #224

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 224 .....\$3.99

ART FROM PREVIOUS ISSUE

## ACADEMY GAMES

### TUDOR

In *Tudor*, you are a Lord in the court of King Henry VIII. Here you will be positioning your Courtiers among the influential Lords who grant you actions that allow you to maneuver your family members to high title offices and gain their respective Rings of prestige and power. Players take turns placing their Courtiers into the three Audience Chambers, each with unique actions. Then each player will place their one Lord in a Chamber of their choice. Only Courtiers in an Audience Chamber with any player's Lord present will be able to use that Chamber's actions. But be careful, since there are only a limited number of seats available in each Chamber and competing families can push you out of a Chamber! Scheduled to ship in October 2018.

AYG 5440 .....\$75.00



## ALC STUDIO BVBA

### SPOTLIGHT ON



#### TERMINATOR: GENISYS BOARD GAME - RISE OF THE RESISTANCE

Set in 2029, will be a four-player cooperative adventure, where you play as the remaining forces of humanity battling against the near unstoppable forces of SkyNet. The game features loads of highly detailed miniatures, including your favorite heroes and their robotic counterparts. With a variety of interlocking tiles that form the game board, as well as a series of missions that string together to create a major story-driven campaign, players will struggle to outsmart the most powerful artificial intelligence in history, all in a desperate scramble for survival.

Join Kyle Reese and John Connor fighting for the future of mankind. Players will do everything from rescuing prisoners to dealing with infiltrators, from gathering weapons and supplies to taking part in the final assault against SkyNet's secret weapon, The Time Machine. Scheduled to ship in October 2018.

ALC RHTG3000 .....\$85.00



#### HIGHLANDER: THE BOARD GAME - PRINCES OF THE UNIVERSE EXPANSION

*Princes of the Universe* is the first expansion to *Highlander: The Board Game* adding new arenas to duel in, new immortals to fight and new dangers to avoid. With seven beautifully sculpted versions of iconic characters from the *Highlander* movie, as well as original characters, you can play your way... just be careful you don't lose your head! Requires *Highlander: The Board Game* to play. Scheduled to ship in October 2018.

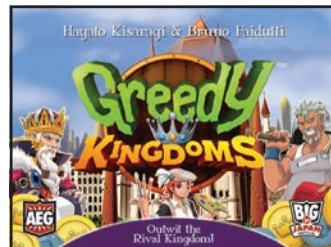
ALC RHLH002 .....\$25.00

## ALDERAC ENTERTAINMENT GROUP

### GREEDY KINGDOMS

*Greedy Kingdoms* brings a hit game from Japan to the world, with a twist! Hayato Kisaragi designed *Greedy Kingdoms*, and now with new cards and rules from famed designer Bruno Faidutti, *Greedy Kingdoms* pits you and an opponent against one another in a test of wits! Can you bluff past your opponent to collect the most resources and build two Royal Palaces first, or will the opponent outthink your plans and stop you at each turn? Deploy your heroes to attack and defend, collect resources, and upgrade your kingdom all while working towards the coveted Royal Palaces, so that all the other kingdoms stand in awe of your gree wealth!

AEG 5876 .....\$24.99



### MAGICAL TREEHOUSE

As a fledgling wizard, your skills will be judged by how well you can craft potions. The best place to do that is far above the forest floor. The forest contains the ingredients necessary for your alchemy, and you can send your familiars down to retrieve them. Build the tallest treehouses and craft the most powerful potions and you will be held in esteem above the other young wizards! *Magical Treehouse* challenges you to a unique drafting experience, attempting to build the best treehouses while deploying your familiar tokens onto the board to gain the resources you need. This game was originally released in Japan under the title

*Village of Familiar*, and it is a challenging and engaging test of strategy and planning.

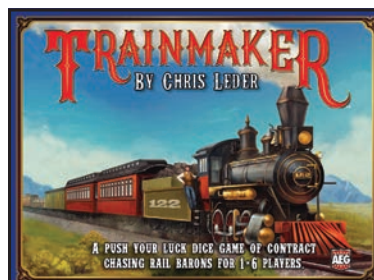
AEG 7037 .....\$34.99



### SMASH UP: OOPS YOU DID IT AGAIN

*Smash Up* has turned the asylum over to the inmates yet again! After the success of *It's Your Fault*, we decided to let the fans choose the factions that would make up the latest set of *Smash Up*, and they went for some powerful choices! A huge field was whittled down to the top four, and here they are: Cowboys call out opposing minions for shootouts, Samurai face their noble end in battle to bring glory to their player, Ancient Egyptians bury secrets deep in the sands, while the Vikings, well, they just take other peoples stuff! *Smash Up: Oops You Did It Again* is fully compatible with all other *Smash Up* products, so get ready for Dinosaur Samurai, Cowboy Sharks, or Viking Kittens!

AEG 5514 .....\$24.99



### TRAINMAKER

As a 19th Century rail tycoon, you strive to build the greatest empire of rails and rolling stock on the continent, and every train carries you closer to success. The railroad business is cutthroat, so beware of others attempting to derail your efforts! Its time to get rolling build your trains, connect American cities, and prove that you are the greatest Trainmaker!

*Trainmaker* is a push your luck dice

game where you roll to build trains in order to complete contracts, delivering people, raw materials, and goods for sale across the American frontier.

AEG 7038 .....\$24.99



## ARCAINE WONDERS

**MAGE WARS ACADEMY: DRUID**

*Mage Wars: Academy Druid Expansion* includes a new mage for use in both *Mage Wars: Academy* and *Mage Wars: Arena*. In this expansion set, play as a powerful Druid competing to prove that nature is the most powerful weapon. Scheduled to ship in October 2018.

AWG MWAX05DD ..... \$19.99

**MAGE WARS ACADEMY: ELEMENTALISTS**

*Mage Wars: Academy Elementalists Expansion* includes a new mage for use in both *Mage Wars: Academy* and *Mage Wars: Arena*. In this expansion set, play as a powerful Elementalists competing to prove that the elements are the most powerful weapons. Scheduled to ship in October 2018.

AWG MWAX06EL ..... \$19.99

## ARES GAMES

**WINGS OF GLORY: TRIPODS & TRIPLANES STARTER SET**

*Tripods & Triplanes* introduces a new twist to the game, as the historical setting is turned upside down by the crossover with H.G. Wells' imaginative novel "The War of the Worlds". In *Tripods & Triplanes*, what should be the final year of the war becomes the Year of the Invasion. Two different generations of Tripods, one more advanced than the other, land on Earth, in two waves of invasion. Their alien technology and deadly weapons make them terrifying opponents for the Earthlings... Fortunately, the recent advances in weapon technology during WWI give Mankind a fighting chance against these monstrous invaders. Scheduled to ship in August 2018.

AGS WGF800A ..... \$49.90



## ASMODEE EDITIONS

## FEATURED ITEM

**AROKAH**

Arokah is a beautiful, elegant and challenging brainteaser puzzle for all the family. With its unique and fascinating set of shapes, Arokah is the ultimate multi-puzzle challenge that will test your skills time and time again! As an apprentice, journey through six levels of Arokah as you prepare to encounter the fiendishly difficult Master Challenges,

and earn your place as a Master of

Arokah. To complete an Arokah challenge,

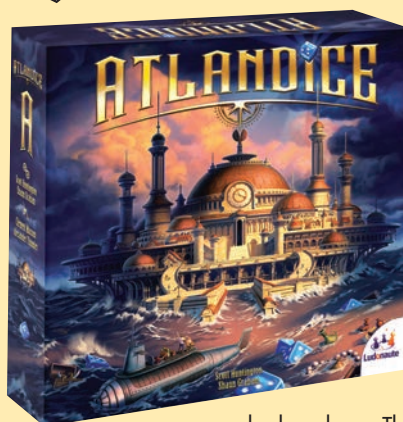
select a template and combine your choice of Arokah shapes to solve the puzzle. Each puzzle has many solutions.

Can you become a Master of Arokah? At the heart of Arokah lies a naturally occurring phenomenon. Why the Arokah shapes combine to create such remarkable patterns remains a mystery. Discover the Mystery! Scheduled to ship in September 2018.

ASM AKH001 ..... \$39.99



## FEATURED ITEM

**ATLANDICE**

In one day and night, the island of Atlantis has been overwhelmed beneath the sea. The greater city of Atlantis is about to sink. You, as the last Atlanteans, have to save as much wealth as possible before you flee the fury of the elements. The clock in the center of the city shows the remaining time before the end. But because of the cataclysm, the gates between the locations are

broken down. They open and close randomly.

Collecting goods will not be so easy. The mechanics are unique, but simple. On their turn, a player chooses one of the available dice, which is, in fact, a gate. This gate brings the player to a location; in this location there are randomly distributed resources and effects. The effects are randomly dispatched with tiles at the beginning of the game, so that each game will be different! Effects can help the player or can interfere with other players' plans... Scheduled to ship in September 2018.

ASM ATL01 ..... \$39.99



## FEATURED ITEM

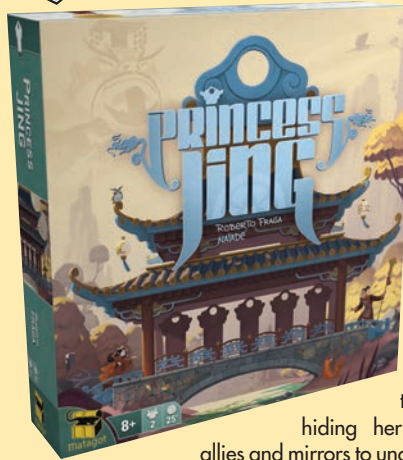
**MOOMERY**

Challenge the other players in a test of speed and memory: remember all the cards in the stack in front of you and be the first to strike when you are sure there are two identical cards in the pack. Scheduled to ship in September 2018.

ASM MOO01 ..... \$14.99



## FEATURED ITEM

**PRINCESS JING**

Help Princess Jing escape from the forbidden city. A palace can quickly become a maze for an escaping princess, where each mirror can either reveal a way out, or conceal a trap! It is up to her to use them at her advantage, before her guardians turn them into spying devices! Roberto Fraga created this new game, where each player moves their princess across the board,

hiding her progression, while placing

allies and mirrors to uncover your opponent's princess.

Escaping the palace and running off with your sweetheart will require both wits and stealth! Scheduled to ship in September 2018.

ASM PRJ01 ..... \$49.99





## FEATURED ITEM



### SNOW TIME

Snow is falling! Winter is finally here! A joust is in the making: let the show begin! You play as children, representing your village, and face your opponents in a joyful competition around a marvelous tree. Anticipate other players' moves and guess their intentions. Be crafty, collect strange fruits, and dodge the snowballs!! Scheduled to ship in September 2018.

ASM SNO01 ..... \$29.99

## ATLAS GAMES

### GEARWORKS

*Gearworks* is a Steampunk strategy card game, featuring, card placement, hand management, and a twist on area control. Strategically position your gears to fix a mysterious clockwork machine in the corner of the workshop. Will the other tinkers sabotage your efforts, or will you earn the workshop owner's favor, and become the master tinkerer?

ATG PKR1200 ..... \$25.00



## AVALANCHE PRESS



### GREAT WAR AT SEA: HIGH SEAS FLEET - 2ND EDITION

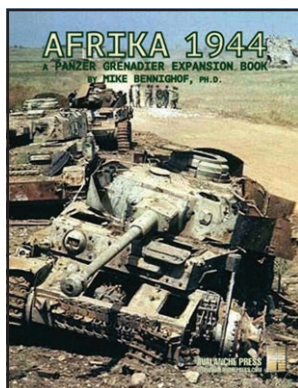
This supplement for *Great War at Sea: Jutland* looks at the fleet that British leaders feared Germany would build, using the German Empire's full financial and industrial resources. With 70 die-cut pieces, 42 scenarios in a 64-page book. Book with pieces. Scheduled to ship in July 2018.

APL 0867 ..... \$29.99

### PANZER GRENADIER: AFRIKA 1944

Shattered in the Battle of Alamein in late 1942, Germany's once-formidable Afrika Korps stumbled back from Egypt across Libya, to meet its end in Tunisia. Axis and Allied armies had surged back and forth across the Western Desert for just over two years, each time managing to recover from defeat and eventually stage a counter-offensive. *Afrika 1944* is a supplement for the *Panzer Grenadier* system based on the potential battles of such a campaign. Scheduled to ship in July 2018.

APL 0891 ..... \$24.99



[www.CalliopeGames.com](http://www.CalliopeGames.com)

By  
Richard  
Garfield



By  
Paul Peterson



By Zach and  
Jordan Weisman

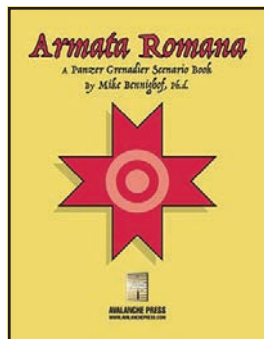


*Start playing today!*



THE TITAN SERIES  
GREAT GAMES BY GREAT DESIGNERS





### PANZER GRENADIER: ARMATA ROMANA

Armata Romana is an expansion for our Panzer Grenadier: Fire in the Steppe game, featuring 98 die-cut, mounted pieces displaying the Royal Romanian Army – the Armata Romana – in its own special color scheme. There are also 20 scenarios, and three “battle games” that link them together. Scheduled to ship in October 2018.

APL 0890 ..... \$24.99

### BANDAI



NOT  
FINAL ART

### DRAGON BALL SUPER BOOSTER DISPLAYS (24)

A new “block” is about to begin from Series 5. Series 5 makes it even easier for new players to get started. Series 6 is a new starter for those who want to play with the Awaken Skill and the most popular hero character, and Series 7 is a new starter for those who want to enjoy the new Leader skill. Scheduled to ship in November 2018.

**NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

5 BAN DBBO1121 ..... PI

6 BAN DBST1206 ..... PI

7 BAN DBST1237 ..... PI



NOT FINAL ART

### DRAGON BALL SUPER GIFT BOX

One Leader Card (Alternative art ver.), six booster packs (Series 5), one Tournament pack (Vol.5) Scheduled to ship in November 2018. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN DBSGB1268 ..... PI

NOT FINAL ART



### DRAGON BALL SUPER SPECIAL PACK SET 5 DISPLAY (6)

Scheduled to ship in November 2018.

**NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN DBSP1176 ..... PI

### BEZIER GAMES



### ONE WEEK ULTIMATE WEREWOLF

One Week Ultimate Werewolf takes the gameplay of One Night Ultimate Werewolf and twists it up in a knot, with ever-increasing tension as you venture into the special rooms of Ludwig Castle. Each room provides a special power, and those powers are the key to figuring out the mystery of who among you is a werewolf. Roles can be viewed and switched several times before all is said and done, then the final vote takes place. If you're a werewolf, you're trying to remain undiscovered. If you're a villager, you're trying to find those sneaky werewolves. And if you're a Tanner, well, you're trying to get caught! Scheduled to ship in October 2018.

BEZ OWUW ..... \$44.95

### BLUE PANTHER

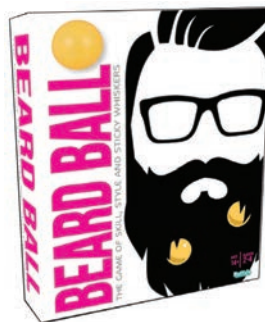


### STEAMPUNK WOODEN DICE TRAY

Scheduled to ship in August 2018.

BPN 2018 ..... \$15.00

### BUFFALO GAMES



### BEARD BALL

The game of skill, style and sticky whiskers! There have always been countless reasons why having a beard is better than not having a beard – the beard gives you a strange power that will improve your life, your thoughts will look deeper and more developed with a beard, a beard can make a hipster's nerdy shirt look cool. Now there's one more for the list – Beards make the perfect backdrop for a fun party game!

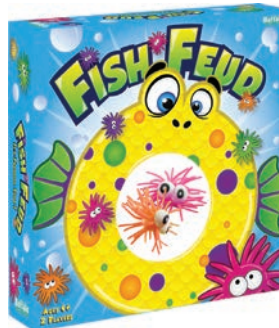
BFG 149 ..... PI



### CHICKAPIG

Chickapig breeder and game creator Brian Calhoun joins forces with his farming buddy Dave Matthews (of the Dave Matthews Band) to bring this game from farm to table. An exciting, fun-filled strategic board game where chicken-pig hybrids attempt to reach their goals while dodging opponents, hay bales, and an ever-menacing pooping cow! Scheduled to ship in July 2018.

BFG 80301 ..... PI



### FISH FEUD

Race your opponent as you attempt to catapult all the squishy fish through the center of the game board. But you better work fast... the first player to launch all fish to their opponent's side wins. It will require speed, accuracy and concentration if you want to be the king of the ocean.

BFG 189 ..... PI

### POP: THE ULTIMATE BALLOON CHALLENGE FAMILY PARTY GAME

The ultimate balloon challenge family party game! 50 action-packed games to play including *Stack Like an Egyptian*, *Aim of the Game* & *Operation Inflation*.

BFG 178 ..... PI



### ELF ON THE SHELF: COUNTDOWN TO CHRISTMAS

A fun-filled Christmas tradition that has captured the hearts of children everywhere. Welcome home one of Santa's scout elves as families countdown to Christmas together. Each day, the Elf delivers a special color-coded envelope containing a unique “secret mission” to each player. Players who complete their daily “secret mission” are rewarded with a cling sticker ornament that is placed on the Christmas tree poster display. On Christmas Eve, players find out who's been naughty and who's been nice by counting the number of ornaments they placed on the tree. The player with the most ornaments wins and gets to place the giant yellow star atop the tree.

BFG 147 ..... PI



### NFL SHOWDOWN

Ever wish you could call all the plays for your favorite NFL team? Now you can! Choose your favorite NFL team and outsmart your opponent by calling the play on both offense and defense. Choose the right play and get rewarded... but you'll also need a little luck. Roll the dice to see if that big gain will go for extra yardage or if a key play will result in a turnover. Each team comes with two specific Big Play cards that embody the core strengths of that team. Use each card only once per half to change the outcome of a play. Clock winding down? Line up for a field goal and take your chances at kicking the ball through the uprights. Anyone can play with a basic Rookie mode and a more advanced Pro mode. Scheduled to ship in July 2018.

BFG 201 ..... PI



PI



# Use the Wallet to Stay Out of Jail!

The party's over—the cops are about to storm the penthouse and you're all as guilty as sin. But not all is lost: The crime boss forgot his wallet, and it may be the key to your escape!

In *Wallet*, compete to find an ID that'll convince the cops you're innocent. Take some money too ... just watch how much, or you'll look suspicious! The fast-paced game is played using an actual wallet with multiple pockets and zippered areas that allow you to bluff your opponents or lead them into traps. Time is ticking—with every turn, you and the other partygoers are getting closer to facing the police!

At the end of the night, will you be heading to the precinct in the paddy wagon or planning for the next party?



MSRP \$30

Release Date July 2018



For more information, visit  
[WWW.CRYPTOZOIC.COM](http://WWW.CRYPTOZOIC.COM)



**CRYPTOZOIC**  
ENTERTAINMENT

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WALLET PARTY GAME





### PUCKET

*Pucket* — the world's number 1 game of speed accuracy, and unflappable nerves! In this frantic dexterity game, players race each other to clear the pucks from their side of the board by catapulting them through a small hole leading to the other side (the "gate"). Any pucks that arrive on your side must be sent back before you win. You don't take turns, you play at the same time. Reload and fire as fast as you can! *Pucket* is our own version of a traditional French game. Scheduled to ship in July 2018.

BFG 188 ..... PI



### SKEE-BALL

Bring home the world's most popular arcade classic & give it a roll! Play solo, in teams or go head-to-head for hours of family fun! The officially licensed game includes a one-of-a-kind Skee-Ball board, 5 authentic wooden balls and scorepad. Play almost anywhere! Scheduled to ship in July 2018.

BFG 190 ..... PI



### SUNKEN SAILOR

*Sunken Sailor* is a game of deceit, sailor stories and skillful drawing. Each player is a sailor, but only one is the *Sunken Sailor* - can you figure out who? Sailors collectively draw an object that recounts a rowdy adventure you all shared. BUT there is a sailor among you that cannot recall the adventure and doesn't know what is being drawn - that is the *Sunken Sailor*. The *Sunken Sailor* wants to keep their identity from the other sailors and to try to piece together what everyone is drawing. Sailors win if they can figure out who the *Sunken Sailor* is. The *Sunken Sailor* wins if he or she can go undetected or figure out what is being drawn. Scheduled to ship in July 2018.

BFG 193 ..... PI

## CERTIFIABLE STUDIOS

### SPOTLIGHT ON



### ENDANGERED ORPHANS OF CONDYLE COVE

Players compete to keep their orphan safe from the Boogeyman. The board is built by players as they draw cards. Players who run out of options or get caught by the Boogeyman are eliminated. The last player remaining wins! Scheduled to ship in August 2018.

CRT O001 ..... \$30.00



### STUFFED

Players match symbols to recruit members and build their team. Recruits will help players gain more teammates and complete the mission. Use Advantage cards to help get the upper hand. The first player to complete the mission will be the winner. Scheduled to ship in August 2018.

CRT STUFF001 ..... \$30.00



### WHO GOES THERE?

#### EXPANSION PACKS

Each expansion pack includes components for two new players! Scheduled to ship in August 2018.

#### BLAIR AND CLARK

CRT WGT002A ..... \$28.00

#### VAN WALL AND NORRIS

CRT WGT002B ..... \$28.00

## SPOTLIGHT ON



### WHO GOES THERE?

A co-operative (until it's not) growing paranoia game. Players work together building items and weapons to survive. While searching for items players will become vulnerable and run the risk of being infected. When the time comes to escape players need to decide who they trust and who is not the person that they claim to be. Scheduled to ship in August 2018.

CRT WGT001 ..... \$75.00

## CHAOSIUM



### CALL OF CTHULHU: STARTER SET

A world of mystery, horror, and adventure in a box! This Starter Set contains everything you need to start playing *Call of Cthulhu* the tabletop roleplaying game of mystery and horror. Players take on the role of investigators of mysteries, uncovering dark secrets, encountering strange monsters, and thwarting sinister cults. Together, you and your friends create and develop a story in which each of your characters plays a leading role, which could be foiling some dastardly plot or stopping horrors from beyond space and time! Scheduled to ship in October 2018.

CHA 23158 ..... \$24.99



### SISTERHOOD RPG: DARK TALES AND SECRET HISTORIES

In churches and convents and other religious communities, sisterhood takes many forms, forged and tested by such mundane threats as disease and despair, but also by terrors both spiritual and cosmic-Satan's subtle minions and the Lovecraftian nightmare of the Outer Gods. *Sisterhood: Dark Tales and Secret Histories* presents sixteen horror stories by some of the genre's leading female voices. Their settings range around the globe and across the centuries, from 14th century Spain to 17th century Virginia to England in the present day. Scheduled to ship in October 2018.

CHA 6058 ..... \$17.99

## CMON



### A SONG OF ICE & FIRE: TABLETOP MINIATURES GAME: BUILDER SCORPION CREW

The *Builder Scorpion Crew Unit Box* for the *A Song of Ice and Fire: Tabletop Miniatures Game* allows players to add some powerful and deadly long range weapons to their arsenal. Although it moves slowly and takes time to position, the Scorpion is a formidable enemy for any army to come up against.

COL SIF306 ..... \$34.99





### A SONG OF ICE & FIRE: TABLETOP MINIATURES GAME: PYROMANCERS

When in war, a Commander must take advantage of all of the technology at their disposal. Minor breakthroughs can provide a slight edge on the battlefield, but when a discovery like Wildfire is made, it's enough to turn the tide of a conflict. With the *Pyromancers Unit Box* for *A Song of Ice and Fire: Tabletop Miniatures Game*, Lannister Commanders will be able to take

advantage of the substance, a volatile, green, liquid that sticks to armor and burns the flesh inside. It is a powerful tool on the battlefield, but wielding it can be dangerous, and mishandling it can be disastrous to their own troops. However, its worth the risks when they see the panic Wildfire can induce in the opposing forces. The Alchemist's Guild is about to make its mark on the war.

COL SIF204.....\$34.99

### A SONG OF ICE & FIRE: TABLETOP MINIATURES GAME: RANGER HUNTERS

The *Ranger Hunters Unit Box* for the *A Song of Ice and Fire: Tabletop Miniatures Game* gives Night's Watch Commanders a fast and agile unit on the battlefield. Their short bows can reach out and attack enemies before they can fight back. In melee, their Swift Strike attack allows them a free Retreat maneuver afterward. They also gain a bonus when attacking enemies that have yet to activate, allowing them to reroll misses once.

COL SIF305.....\$34.99



## SPOTLIGHT ON



### A SONG OF ICE & FIRE: TABLETOP MINIATURES GAME STARTER SET - NIGHT'S WATCH

In the far North, at the very edge of civilization in Westeros, the Night's Watch tirelessly guard The Wall against any and all incursions. Formed from the discarded men in society (the lower sons, the criminals, and the bastards), they train hard and are equipped well to face the many horrors looking to sow chaos further South. They will need that resolve to keep Westeros safe. The *Night's Watch Starter Set* for the *A Song of Ice and Fire: Tabletop Miniatures Game* gives a player everything they need to start a Night's Watch force. It contains two units of Sworn Brothers, a unit of Veterans of the Watch, a unit of Ranger Trackers, plus many characters and unit attachments, such as Jon Snow, his Direwolf Ghost, and Jeor Mormont. It also has dice, tokens, terrain, and everything else required to start playing right out of the box.

COL SIF002.....\$79.99

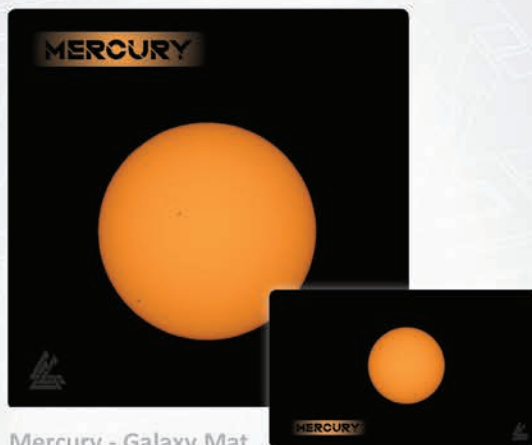
### A SONG OF ICE & FIRE: TABLETOP MINIATURES GAME: SWORN BROTHERS

The *Sworn Brothers* unit box forms the core force for the Night's Watch in the *A Song of Ice and Fire: Tabletop Miniatures Game*. Their strong armor deflects blows and their training keeps them from running off easily. On the offensive side of the scales, their prowess with the great sword is second to none, dealing critical strikes and sundering even the toughest enemy armor. Meanwhile, the Watch Captain Attachment lets the unit have two Vows assigned to the unit at a time.

COL SIF301.....\$34.99



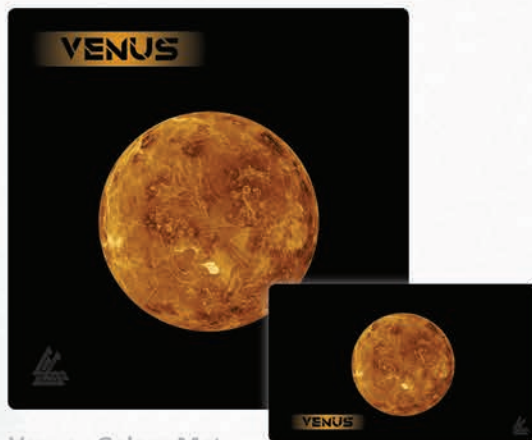
## New! Galaxy Mats



### Mercury - Galaxy Mat

*Mercury: This entry in our Galaxy Mats series focuses on the swiftest of gods and planets: Mercury. Bring the winged messenger to your tabletop and provide the ultimate personalized space for work, play or craft. Look for more Galaxy Mats and get the complete set! Available in sizes 14x24 in and 36x36 in.*

MSRP \$17 (14x24) \$55 (36x36)



### Venus - Galaxy Mat

*Venus: Enigmatic and dangerous. Bring the veiled goddess, cloaked in mystery to your tabletop and provide the ultimate personalized space for work, play or craft. Look for more Galaxy Mats and get the complete set! Available in sizes 14x24 in and 36x36 in.*

MSRP \$17 (14x24) \$55 (36x36)



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### A SONG OF ICE & FIRE: TABLETOP MINIATURES GAME: UMBER GREATAxes

The warriors in the *Umber Greataxes Unit Box* for *A Song of Ice and Fire: Tabletop Miniatures Game* are fiercely loyal to the Starks. They combine mobility, defense, and fearsome weaponry to make them one of the most versatile and deadly forces in the game. Many of the more traditional Commanders will find themselves unprepared for the Greataxes tactics, and the longer the battle goes the stronger they become.

COL SIF104 .....\$34.99



### SUGAR BLAST

Making sweet combinations can be such a blast! In *Sugar Blast*, players look to make connections between same-colored Candies to create Blasts! They must swap out two adjacent Candies to make a string of three or more of the same type. They can then remove the matched Candies and adjust the unique tilting board so that Candies slide down to fill in the missing spaces. Finally, they fill in Candies at the top from ones chosen randomly from the bag. The bigger the Blast they create, the more Candies they will earn for their efforts. Players are going to look to make big moves, but must be careful not to leave valuable opportunities for their opponents. Players race to collect Candies and complete the Objective card. The first one to collect the necessary Candies will earn a sweet victory!

COL SUB001 .....\$49.99

### CORVUS BELLI



### ARISTEIA! HEXXER 'NOMAD WITCH'

CVB CBARI21 .....\$19.49

## INFINITY



### ARIADNA CHASSEURS (RIFLE, LIGHT FLAMETHROWER)

CVB 280198-0725 .....\$12.19



### ARIADNA TANKHUNTERS

CVB 280199-0727 .....\$20.49



### COMBINED ARMY RAICHO ARMORED BRIGADA

CVB 280692-0726 .....\$57.49



### HAQQISLAM SUPPORT PACK

CVB 280497-0728 .....\$33.49



### MERCENARIES CSU, CORPORATE SECURITY UNIT (BOARDING SHOTGUN)

CVB 280731-0723 .....\$12.49



### NOMADS HECKLERS (COMBI RIFLE)

CVB 280596-0724 .....\$17.99



### OPERATION: COLDFRONT BATTLE PACK

Available August 2018!

CVB 280020-0730 .....\$99.99



### PANOCEANIA MAGISTER KNIGHTS

CVB 281202-0719 .....\$39.49

### CREATIVE GOODS COMPANIES

### GALAXY SERIES PLAY MATS



### NEPTUNE 14X24

CGC 31083 .....\$17.00

36X36

CGC 31086 .....\$55.00



### URANUS

14X24

CGC 31073 .....\$17.00

36X36

CGC 31076 .....\$55.00

### DAILY MAGIC GAMES



### HORIZONS: EXTERMINATION PACK

The war-loving Viliox join the interstellar fray for control of the galaxy adding in new take-that and player-v-player game play. New star types and alien species have been discovered in the galaxy! Will you exploit the new Viliox to destroy your foes or befriend one of the new starter allies to explore the stars? Scheduled to ship in October 2018.

DMG HOR002 .....\$15.00

### DAN VERSSEN GAMES

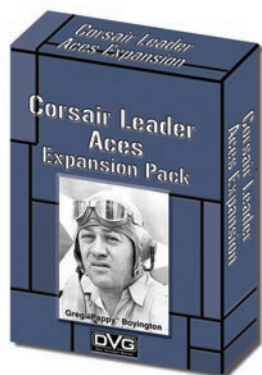


### CORSAIR LEADER

This game places you in command of a US Navy or US Marine Squadron in the hostile skies of WWII in the Pacific! We have also added special United States Army Air Force missions to add to the Pacific experience! Includes a total of 13 Campaigns stretching from Pearl Harbor to Okinawa! Including special Campaigns: Black Sheep Squadron, intercept, Yamamoto, Defend Wake Island and Defend Pearl Harbor! *Corsair Leader* is a Solitaire Game that you can also play cooperatively! Scheduled to ship in July 2018.

DV1 040 .....\$99.99





### CORSAIR LEADER ACES EXPANSION

This Expansion adds 56 real US Navy and US Marine Pilots to your *Corsair Leader* Game! You'll be able to add these Legendary Pilots to your Squadron at the start of a Campaign and take them into battles they fought in! Requires a copy of DV1 040 *Corsair Leader*. Scheduled to ship in July 2018.

DV1 040A.....\$24.99



### CORSAIR LEADER NEOPRENE MAT

Scheduled to ship in July 2018.  
DV1 040B.....\$29.99



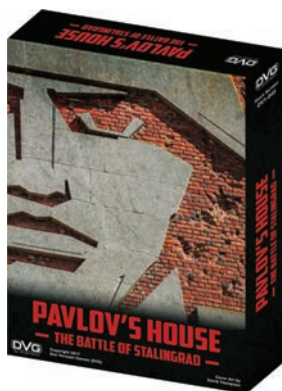
### HORNET LEADER NEOPRENE MAT

Scheduled to ship in July 2018.  
DV1 015B.....\$24.99

### PAVLOV'S HOUSE

Pavlov's House was a fortified apartment building used as a stronghold by the Soviet 62nd Army during the pivotal Battle of Stalingrad in WWII. Soviet defenders held out for almost two months from a constant German assault. The building's name was drawn from Yakov Pavlov, a sergeant who led the initial storm group assault that resulted in the capture of the building from the Germans. The story of Pavlov's House was a key piece of Soviet propaganda and was used as a symbol of the incredible resistance of Soviet forces during the Battle of Stalingrad. In *Pavlov's House*, you take control of the valiant defenders of the stronghold. You also control the key leaders throughout the Soviet 62nd Army that made the defense of Pavlov's House possible. Scheduled to ship in July 2018.

DV1 045.....\$59.99



### PAVLOV'S HOUSE 6-SIDED DICE

Scheduled to ship in August 2018.

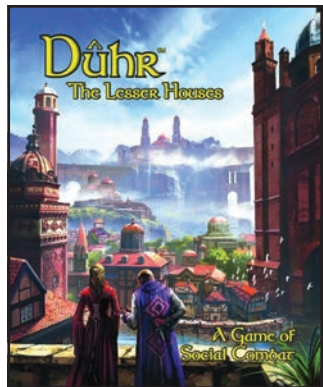
GERMANY DV1 047GER.....\$14.99  
JAPAN DV1 047JPN.....\$14.99  
RUSSIA DV1 047RUS.....\$14.99  
UNITED KINGDOM DV1 047UK.....\$14.99  
UNITED STATES DV1 047US.....\$14.99



### PAVLOV'S HOUSE NEOPRENE MAT

Scheduled to ship in June 2018.  
DV1 045A.....\$29.99

## DEVIOUS WEASEL



### DUHR: THE LESSER HOUSES

In *Dühr* each player is the master of a Lesser House of Dühr, vying for Great House status. Players take turns using cards in their hand to trigger events, place suspicions and scandals on each others House, or activate their Houses unique ability to affect cards already placed. Whoever has the highest score, based on the cards on their House and their secret agenda, wins. It is possible for a disfavored or vilified House to outscore a favored House and win the game! Table talk, card trading, and deal-making are encouraged. Scheduled to ship in August 2018.

DWE 4000.....\$24.99

## DECISION GAMES

### STRATEGY & TACTICS #314: LAST STAND AT ISANDLWANA

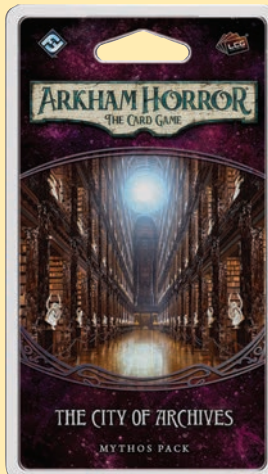
*Last Stand at Isandlwana* is a two-player tactical wargame of low-intermediate complexity simulating the last 90 to 240 minutes of that infamous and legendary battle of the Anglo-Zulu War. The Zulu player is on the offensive, attempting to wipe out the entire British force on the map as quickly as possible. The British is attempting to win by having some remnant hold out longer than occurred historically or alternatively, by having some portion of his command escape off the map and get back to relative safety at Roarkes drift. Solitaire-play is easily doable. Scheduled to ship in October 2018.

DCG ST-314.....\$39.99

## FANTASY FLIGHT GAMES



## FEATURED ITEM



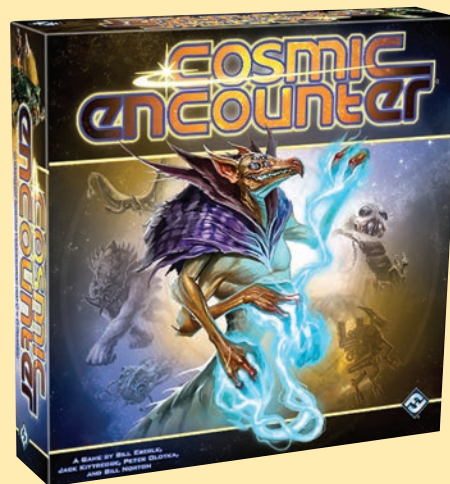
### ARKHAM HORROR LCG: THE CITY OF ARCHIVES MYTHOS PACK

*The City of Archives* is the fourth Mythos Pack in *The Forgotten Age* cycle for *Arkham Horror: The Card Game*. Following the events of Heart of the Elders, you and your team of investigators have journeyed deep into a series of caverns where a new world lays hidden from the outside world. Strange creatures that cannot be of this world have seemingly lived beneath the shell of the Earth for centuries. They are horrifying to look upon, but are they dangerous? Now within their domain, it may be best to go along with whatever they want, but how much can you trust them, and what might your navet cost you? This *Mythos Pack* features a new mechanic that makes playing this scenario an out-of-body experience, as well as new player cards to customize your investigators' decks. Scheduled to ship in September 2018.

FFG AHC23.....\$14.95



## FEATURED ITEM



### COSMIC ENCOUNTER 42ND ANNIVERSARY EDITION

Build your galactic empire in *Cosmic Encounter 42nd Anniversary Edition*! In this game of interstellar exploration, negotiation, and conflict, three to five players lead their alien species as they colonize foreign planets. But every planet is ruled by someone, and the only way to expand your civilization is through diplomacy or war. Forge your alliances, defeat your enemies, and ensure your species' supremacy. A new species joins the classic alien lineup to help ensure no two games are ever the same! Scheduled to ship in September 2018.

FFG CE01.....\$59.95



## FEATURED ITEM



### A GAME OF THRONES LCG: 2ND EDITION - MUSIC OF DRAGONS CHAPTER PACK

Feed the fire of your ambition with the *Music of Dragons Chapter Pack* for *A Game of Thrones: The Card Game*! The fourth entry in the *Dance of Shadows* cycle, this pack features fell beasts and the return of the Shadow keyword from the game's first edition, allowing you to draw out your enemy's plans and find your moment to strike! Scheduled to ship in September 2018.

FFG GT34 ..... \$14.95

## FEATURED ITEM

### A GAME OF THRONES LCG: 2ND EDITION - STREETS OF KING'S LANDING CHAPTER PACK

Tighten your grip on power with *Streets of King's Landing*, the third Chapter Pack in the *Dance of Shadows* cycle for *A Game of Thrones: The Card Game*! Featuring the return of the Shadow mechanic from the game's first edition, you can draw out your enemy's plans and find your moment to strike! But will you be able to keep order when the people refuse to be ruled? Includes three copies each of twenty new cards to customize and strengthen your decks. Use of the Shadow mechanic introduces a new layer of mystery and intrigue. New Plot card creates a new challenge and adds variety to game play. Scheduled to ship in September 2018.

FFG GT33 ..... \$14.95

## FEATURED ITEM



### HEROES OF TERRINOTH

Strike back at the foes of the realm in *Heroes of Terrinoth*! In this cooperative card game of questing and adventure, one to four players take on the roles of unique heroes who must unite to face deadly villains, navigate treacherous terrain, and defend the realm to earn fame and fortune! *Terrinoth* needs champions - do you have what it takes? Scheduled

to ship in September 2018.

FFG TER01 ..... \$39.95

## FEATURED ITEM



### LEGEND OF THE FIVE RINGS: WHISPERS OF SHADOW AND STEEL HARDCOVER

Bayushi Yojiro is known as the "only honest Scorpion" in the samurai clan infamous for its liars, schemers, and secrets. As an Emerald Magistrate, his duty is to uphold the Emperor's laws and ensure justice is done. As a Scorpion, his duty is to loyally serve the interests of his clan-even if that means sacrificing his own honor. As both, Yojiro walks a line as razor-thin as the edge of a katana. When a dignitary of a rival clan is murdered in the Scorpion-controlled City of Lies, Yojiro is sent to help investigate and bring the killer

to justice. His fellow magistrates expect him to prevent

Scorpion interference, while his clan expects him to protect its secrets. Where do his loyalties truly lie, and whom will he be forced to betray? Fantasy Flight Games is proud to announce *Whispers of Shadow and Steel*, a new novella set in the world of Rokugan by Mari Murdock focusing on the Scorpion Clan! Not only does the novella feature a full-length thrilling story, but also includes two extended art cards from *Legend of the Five Rings: The Card Game*! Scheduled to ship in September 2018.

FFG L5N02 ..... \$14.95

## FEATURED ITEM

### LEGEND OF THE FIVE RINGS LCG: UNDERHAND OF THE EMPEROR - SCORPION CLAN PACK

*Underhand of the Emperor* contains 78 new cards (three copies of 25 different cards and one copy of each of three different cards). *Underhand of the Empire* expands on classic themes of the Scorpion, giving them new deck building options that encourages them to toe the line between dishonor and defeat. Look for a new Role card, a Philosophy that prevents you from losing the game, and an army of whispers, standing at attention. Scheduled to ship in September 2018.

FFG L5C15 ..... \$19.95



## FEATURED ITEM



### LEGEND OF THE FIVE RINGS RPG: CORE RULEBOOK HARDCOVER

At 336 pages, *The Legend of the Five Rings Roleplaying Core Rulebook* allows game masters and players to enter the world of Rokugan like never before. The *Core Rulebook* is the next step for players after the *Legend of the Five Rings Roleplaying Game Beginner Box*, and offers players new ways to customize their characters and craft their own adventures in the Emerald Empire. Scheduled to ship in September 2018.

FFG L5R02 ..... \$49.95





# Legend of the Five Rings

THE CARD GAME

## Underhand of the Emperor

Strike from the shadows with the *Underhand of the Emperor Clan Pack* for *Legend of the Five Rings: The Card Game*! The pack contains 78 new cards (three copies each of twenty five different cards and one copy each of three different cards) and includes new characters, events, and more for the deceptive Scorpion Clan. *Underhand of the Emperor* also features cards for the six other Great Clans of Rokugan, giving them the tools they need to stand up to the shadowy tactics of the Scorpion!



FANTASYFLIGHTGAMES.COM

L5C15 | \$19.95

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## FEATURED ITEM



### LEGEND OF THE FIVE RINGS RPG: DICE PACK

Custom *Legend of the Five Rings* Roleplaying Game Dice come 10 to a pack and allow GMs to quickly interpret results of skill checks, determining success and failure and expanding on narrative opportunities through opportunity and strife! Scheduled to ship in September 2018.

FFG L5R03 ..... \$12.95

## FEATURED ITEM



### LEGEND OF THE FIVE RINGS RPG: GAME MASTER'S KIT

The *GM Kit* includes both a beautiful screen that keeps the rules at your fingertips as well as a pre-made adventure in the mysterious Slow Tide Harbor. Guide your players into the world of Rokugan with style and ease with the *Legend of the Five Rings* Roleplaying Game *GM Kit*! Scheduled to ship in September 2018.

FFG L5R05 ..... \$19.95

## FEATURED ITEM



### RUNEWARS: THE MINIATURES GAME - BARON ZACHARETH HERO EXPANSION

Defend the barony of Carthridge with the *Baron Zachareth Hero Expansion* for *Runewars Miniatures Game*! Ever since he first assumed power in suspicious circumstances, Baron Zachareth has been a divisive figure- some call him a hero, others a warmonger.

But there are few who would deny that his skill with the blade and knowledge of runes and the arcane are unparalleled. With the ability to inspire his allies and intimidate, the Baron of Carthridge will defend Terrinoth no matter if the victories are bought with honor or with blood. The *Baron Zachareth Hero Expansion* provides two unpainted figures, one command tool, six upgrade cards, two condition cards, a new objective and terrain card, as well as a collection of tokens including the new vitality token. Scheduled to ship in September 2018.

FFG RWM32 ..... \$24.95

## FEATURED ITEM



### RUNEWARS: THE MINIATURES GAME - LORD VORUN'THUL HERO EXPANSION

Expand Waiqar's army with the *Lord Vorun'thul Hero Expansion* for *Runewars Miniatures Game*! A once noble and stalwart knight, by pledging himself to Waiqar the undying, Lord Vorunthul transformed into a fearsome vampire. With this duality, Lord Vorunthul is the first *Runewars Miniatures Game* character to transform mid-battle, alternating between his humanoid form, and the terrifying Vorun'thul the Cursed. This means that Lord Vorun'thul enters battles with two different unit cards and will swap between both figures and unit cards as the battle progresses, always using the same command dial. Lord Vorun'thul is versatile and fearsome, and your opponents will never know what to expect from the once-honorable knight! Scheduled to ship in September 2018.

FFG RWM31 ..... \$24.95

## FEATURED ITEM



### STAR WARS IMPERIAL ASSAULT: SKIRMISH MAP - LOTHAL WASTES

The *Lothal Wastes Skirmish Map* for *Imperial Assault* is a 26 by 26 slip-resistant mat for use with your skirmish battles. Not only does the map provide easy setup for your intense head-to-head games, it keeps them organized, neat, and mobile. Setting up the *Lothal Wastes* map now only takes the second that you need to unroll your mat. Once your match begins, you'll soon find that the spacious borders around the map give you plenty of room to place your Deployment cards, Command deck, and tokens, while still keeping them out of the way of the action. The map even comes with its two Skirmish cards, giving you all the information you need for your battles at the tip of your fingers, whether you're diving right into the action, or controlling areas of immeasurable power. With powerful, thematic art of a death trooper and a grizzled clone warrior drawing you into the *Star Wars* universe, this skirmish map is the perfect site for your next battles. Scheduled to ship in September 2018.

FFG SWI60 ..... PI





## FEATURED ITEM



### STAR WARS: LEGION - 1.4 FD LASER CANNON TEAM UNIT EXPANSION

No matter where the Rebel Alliance establishes one of its bases, it must always be prepared for an Imperial attack. Rebel troopers are always willing to put themselves in harm's way, but sometimes foot soldiers aren't enough to stem the tide of the Imperial legions and their heavy walkers. These times call for something with a little bit more power - something like the 1.4 FD Laser Cannon. The *1.4 FD Laser Cannon Team Unit Expansion* includes a single 1.4 FD laser cannon team miniature that you can field as a support unit in your Rebel army. Along with the miniature, you'll find the associated unit card and three upgrade cards that invite you to further modify your cannon's generator, making it an even more stalwart line of defense against the forces of the Empire. Scheduled to ship in September 2018.

FFG SWL14..... \$19.95



## FEATURED ITEM



### STAR WARS: LEGION - E-WEB HEAVY BLASTER TEAM UNIT EXPANSION

Imperial troops are known for their relentless assaults, pressing the attack even in the face of the strongest Rebel resistance. But when the Empire really wants to bring the fight to the Rebels, it calls in its E-Web Heavy Blaster teams. The *E-Web Heavy Blaster Team Unit Expansion* includes an unpainted, easily assembled E-Web Heavy Blaster Team miniatures that can be used as a support unit in your Imperial army. Additionally, three upgrade cards give you the power to customize your heavy blaster team to improve its communications or modify its power generator to create new ways to attack. Scheduled to ship in September 2018.

FFG SWL15..... \$19.95

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## FEATURED ITEM



### STAR WARS: LEGION - PREMIUM LARGE BASES

Whether you prefer to command legions of Stormtroopers in the name of the Empire or lead elite Rebel strike teams, the premium bases included in these packs upgrade the look of your army and invite you to further immerse yourself in your *Star Wars: Legion* battles. Each pack of Premium Large Bases helps you update your army's vehicles by covering all three sizes of notched bases. Each of these packs contains eight premium notched bases, enough to upgrade two AT-ST or T-47 Airspeeder units, two AT-RTs, and four 74-Z Speeder Bikes. In addition to allowing easy movement of your units, each of these premium bases features its own texture, announcing the uniqueness of your army. Scheduled to ship in September 2018.

FFG SWL29 ..... \$19.95



## FEATURED ITEM



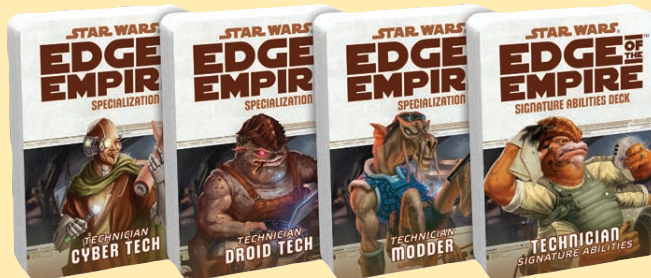
### STAR WARS: LEGION - PREMIUM TROOPER BASES

Whether you prefer to command legions of Stormtroopers in the name of the Empire or lead elite Rebel strike teams, the premium bases included in these packs upgrade the look of your army and invite you to further immerse yourself in your *Star Wars: Legion* battles. Each pack of Premium Trooper Bases contains 32 premium 27mm round bases, enough to upgrade eight standard squads of four trooper miniatures like the Rebel Troopers, Stormtroopers, or Fleet Troopers. The bases contained in the pack include four copies of eight unique sculpts, carefully designed to look like environments at home in the *Star Wars* galaxy, while their neutral gray tone of plastic gives you the opportunity to paint and customize your bases to fit your army's style. Scheduled to ship in September 2018.

FFG SWL28 ..... \$14.95



## FEATURED ITEM



### STAR WARS RPG: EDGE OF THE EMPIRE - SPECIALIZATION DECKS

Cyber Techs fuse flesh and steel as a very practical art form. By upgrading their bodies with specially crafted mechanical parts, they strive toward physical perfection. *Droid Techs* build and maintain the mechanical being that make life on the fringe possible. Whether simply for credits or the thrill of creation, *Droid Techs* excel at bringing life to the mechanical. *Modders* make the most of the technology of the galaxy. Whether they are upgrading ships, speeders, or blasters, *Modders* have the tools and knowledge necessary to achieve peak performance. Unmatched Calibration allows the *Technician* to reroll dice that they find unappealing, while Inventive Creation gives them the opportunity to craft the correct answer to any problem they may face. Scheduled to ship in June 2018.

**CYBER TECH**  
FFG USWE55 ..... PI

**DROID TECH**  
FFG USWE56 ..... PI

**MODDER**  
FFG USWE57 ..... PI

**TECHNICIAN SIGNATURE ABILITIES**  
FFG USWE58 ..... PI



## FEATURED ITEM



### STAR WARS X-WING: 2ND EDITION - LANDO'S MILLENNIUM FALCON EXPANSION PACK

The Millennium Falcon has been an iconic part of the *Star Wars* galaxy from the very beginning. But, before infamous smuggler and Rebel hero Han Solo took possession of the ship, it belonged to the smooth-talking gambler Lando Calrissian. You can explore the backstory of the fastest hunk of junk in the galaxy with the *Lando's Millennium Falcon Expansion Pack* for *X-Wing Second Edition*! This expansion includes eight new Scum pilots and fourteen upgrades featuring classic characters like Chewbacca alongside characters introduced in *Solo: A Star Wars Story* like Qi'ra, giving you plenty of options for putting a new spin on this classic ship. Discover the history of one of *Star Wars'* most memorable ships with *Lando's Millennium Falcon Expansion Pack*. Scheduled to ship in September 2018.

FFG SWZ04 ..... \$39.95



## FAR FUTURE



### TRAVELLER CCG PLAYMAT C

Scheduled to ship in October 2018.

FFE 3012 .....\$14.99



### TRAVELLER CCG PLAYMAT D

Scheduled to ship in October 2018.

FFE 3008 .....\$14.99



FFE 3005 .....\$14.99

### TRAVELLER CCG SHIP DECK SUBSIDIZED MERCH

In subsidized commerce, a local government (or a group of several worlds) will agree to subsidize the construction of a commercial starship in return for its servicing an established route. Ideally, the route will be a profitable one, and the subsidy can soon be ended. But, even without profits, the route provides a channel for interstellar trade, producing markets for resources and finished goods alike, and acquainting the peoples of all the worlds with the higher technology or better quality that is possible. Typically, a subsidized merchant will establish a route which will attempt to guarantee profits. Individual ports of call may not always provide sales at high margins, but overall on the route, sales can be expected to produce reasonable income. Scheduled to ship in October 2018.

## FLYING FROG PRODUCTIONS



### A TOUCH OF EVIL 10TH ANNIVERSARY LIMITED EDITION

2018 is the 10th Anniversary of *A Touch of Evil*, and to celebrate we are releasing a limited *Deluxe Edition* of the original game! This boxed set includes plastic pieces for many of the markers, plastic terrain features for the 4 Corner Locations the Heroes explore, and in addition to the original cast of Heroes and supernatural Villains, it includes a sinister new EPIC Villain version of the Spectral Horseman, complete with a plastic Villain figure, expanded Minions, and a new deck of Horseman-themed cards to unleash upon the Heroes! With a deluxe-size, numbered collector's box designed to hold all of your *A Touch of Evil* expansions, and a brand new Rulebook, collecting 10 years of gothic horror, this set will be a must have for all ATOE fans! Scheduled to ship in October 2018.

FFP 0207 .....\$99.95



### FORTUNE AND GLORY: LAIR OF THE SPIDER QUEEN

Lair of the Spider Queen adds a new Villainous faction to the game - with Hong Kong Gangsters and supernatural mysticism - the Cult of the Spider Queen! Along with all of the new cards, counters, and rules for battling this new Vile Organization, the set also includes plastic figures for the 3 new Villains, 8 Spider Cult minions, and The Black Widow sailing ship to terrorize the high seas! Scheduled to ship in October 2018.

FFP 0506 .....\$39.95



### FORTUNE AND GLORY: TEMPLES AND TREASURES

Temples and Treasures adds a host of new rules and cards, focusing on long Lost Treasures, ancient Temples, and the tribal warriors that guard them! New card decks include Temple Dangers, Temple Guardians to fight, and powerful Relics found at the heart of each Temple! Also included are plastic figures for new Villains - the Witch Doctor and Amazon Queen, along with figures for their Tribal Guard and Amazon Warrior minions! Scheduled to ship in October 2018.

FFP 0505 .....\$39.95

## SHADOWS OF BRIMSTONE: FORBIDDEN FORTRESS CORE SET

*Forbidden Fortress* is a brand new Core Set for *Shadows of Brimstone*! It can be played as a stand alone game, but is fully compatible with all other existing *Shadows of Brimstone* products! Set in Feudal Japan, the *Forbidden Fortress* Core Set allows players to take on the role of an honorable Samurai Warrior, a deadly ninja Assassin, a demon-hunting Traveling Monk, and even a mystical Sorceress, wielding powerful Elemental Magik to smite her foes! As a new Core Set, *Forbidden Fortress* is an exciting entry point into the world of *Shadows of Brimstone* for new players, while veteran players will find new Hero Classes, challenging new Enemies, a host of new adventures, and two new worlds to explore - the feudal Japanese *Forbidden Fortress* and the Belly of the Beast *OtherWorld*! Scheduled to ship in October 2018.

FFP 0710 .....\$99.95



## GALE FORCE NINE

## SPOTLIGHT ON



### DUNGEONS & DRAGONS: VAULT OF DRAGONS BOARD GAME

*Dungeons & Dragons: Vault of Dragons* is a 2-4 player cooperative game of fierce conflicts and hidden treasures. Scheduled to ship in September 2018.

GF9 74002 .....\$50.00

## THE GALLANT HAND'S GAMERS GEAR

### DRAGONS COTTON GAMER BAG (5 X 7)

Scheduled to ship in May 2018.

GHG CB1034 .....\$8.90

## GEMSTONE



### THE OVERSTREET GUIDE TO COLLECTING VIDEO GAMES

*The Overstreet Guide to Collecting Video Games* shines a spotlight on this booming hobby. Packed with insight, it showcases the many different ways of collecting, including collecting by developer, by console, and by character. It unlocks the history of video games and even suggests how to incorporate games into other collections.

DIA STL019196 .....PI

## GLOBAL GAMES



### KAMIGAMI BATTLES

*Kamigami Battles* is an epic aggressive PVP deck-building card game. *Battle of the Nine Realms* and *River of Souls* are base games that can be combined or played alone. *Battle of the Nine Realms* includes Gods and Warriors from Greek and Norse Mythology, while *River of Souls* includes Gods and Warriors from Egyptian and Babylonian Mythology. Scheduled to ship in September 2018.

### BATTLE OF THE NINE REALMS

GGD JPG625 .....PI

### RIVER OF SOULS

GGD JPG626 .....PI







### CARTOONER: THE FAST & FURIOUS GAME OF DRAWING COMICS

*Cartooner The Fast & Furious Game of Drawing Comics* a creative fast-paced card game in which players draw comic stories over four rounds combining Themes and an ever growing number of Trends. Scheduled to ship in September 2018. GGD JPG122 ..... PI



### ROBOTECH: ACE PILOT

Evaluate the enemy threat, then attempt to hire the best SDF-1 crew for the job and then collect your kills. Along the way gather key upgrades and thwart your friends in an attempt to gain the title of Ace Pilot. Scheduled to ship in August 2018. GGD JPG561 ..... PI

## GRAIL GAMES



### STEPHENSON'S ROCKET

Grail Games presents an all-new edition of this classic game, designed by the celebrated Reiner Knizia, and illustrated by fan-fave artist, Ian O'Toole! In *Stephenson's Rocket*, players take on the role of rail barons in 1830s England. By investing in the various new rail lines, transporting passengers, and building up the local industries, players will vie for the honor of becoming the most prestigious rail baron in the early days of the steam locomotive. *Stephenson's Rocket* does many things within its tight, intriguing rules set: it is a tile-laying game, a route-building game, a set-collection game, and a bidding game - all in one. The game can be expanded with the *Stephenson's Rocket: Eastern USA & China* game board, also available from Grail Games. Scheduled to ship in September 2018. GRL 3199 ..... \$64.99



### STEPHENSON'S ROCKET: EASTERN USA & CHINA

This is an expansion for the *Stephenson's Rocket* board game, also available from Grail Games. In *Stephenson's Rocket: Eastern USA & China*, players can expand their *Stephenson's Rocket* base game, by choosing one of two new maps to play on. Each map provides new experiences and adds variety to the game, without changing any of the core rules. Scheduled to ship in September 2018. GRL 4001 ..... \$19.99



### YELLOW & YANGTZE

*Yellow & Yangtze*, the sister game to the highly acclaimed board game *Tigris & Euphrates*, invites you to replay an eventful period in China's history and to lead your dynasty to victory. In *Yellow & Yangtze*, players build civilizations through tile placement. Players are given five different leaders: Governor, Soldier, Farmer, Trader, and Artisan. The leaders are used to collect victory points in these same categories. However, your score at the end of the game is the number of points in your weakest category. Conflicts arise when civilizations connect on the board. *Yellow & Yangtze* is a beautiful game that offers deep play and satisfying narrative as players' civilizations ebb and flow. Scheduled to ship in September 2018. GRL 3222 ..... \$59.99

## GREATER THAN GAMES



### SCYTHE: LEGENDARY BOX

*Scythe: Legendary Boxes* are capable of holding all *Scythe*-related components and accessories. Scheduled to ship in July 2018. GTG STM634 ..... \$40.00

## GREENBRIER GAMES



### FOLKLORE: THE AFFLICTION - ADVENTURE CREATION KIT

*Folklore: The Affliction* is an adventure board game for 1-5 players in which your characters progress through a series of stories in their quest to rid the land of evil. You will face many challenges throughout your adventure, and one or more members of your party will most likely fall while fighting a vicious foe. In *Folklore*, deceased characters carry on as ghosts, with a new set of otherworldly skills and abilities, as they work towards being reunited with their mortal body. Create your own stories, creatures, characters, afflictions, maps and much more! Everything you need to turn *Folklore* into your own sandbox adventure system! Additionally, includes one full-length sample story. Approximately 60 pages softcover book. Scheduled to ship in October 2018. GNE FL35 ..... \$15.00



### FOLKLORE: THE AFFLICTION DARK TALE EXPANSION

The *Dark Tales* expansion contains nine more stories, featuring new systems for dungeon exploration and open-world adventure. Play as one of six new archetypes, or continue your campaign with your existing characters from the *Folklore: The Affliction* core game. Be prepared: your quest in *The Dark Tales* expansion will take you to the heart of evil plaguing Kremel. You'll need to gather your companions, train new abilities, and uncover powerful artifacts to strike back against the shadows seeping throughout the realm. Scheduled to ship in October 2018. GNE FL32 ..... \$69.95

## HABA USA



### DRAGON'S BREATH

The dragon children have found an unusual treasure: a column of ice with sparkling stones frozen inside it. Naturally everyone wants them. Together with dragon dad the players remove one ice-ring after the other, and melt the ice column. This makes the sparkling stones fall down. But be careful: Only certain sparkling stones can be collected. Who will have the most sparkling stones at the end? Scheduled to ship in July 2018. HAB 303586 ..... \$19.99

## HEART OF THE DEERNICORN



### NIGHT FOREST

*Night Forest* is a ritual game where you & your friends play memories on a journey of self-discovery, moving through the forest or woods by candlelight and forming new connections with each encounter. *Night Forest* is a tool that brings people together through the interplay of histories and present experiences, weaving a beautiful web. As we play, we cultivate skills: listening, sharing and creating a safe community. Scheduled to ship in June 2018. HDC HOTD 004 ..... \$64.95





### DRAGON BALL SUPER: HEROIC BATTLE

It's a fight for the future in *Dragon Ball Super: Heroic Battle*! A flicking, fighting game, *Heroic Battle* has you flicking Goku, Vegeta, Goku Black, or Zamasu, into your opponents, to deal damage and gain power. Power up and unleash special flick attacks that can send your enemies bouncing off of each other, or even into destructible 3D terrain! Collect the 7 Dragon Balls to make a wish and change the way the game is played! Packaged in a collectible Tin Box. IDW 01594.....\$19.99



### DRAGON BALL Z: OVER 9000!

The greatest fighters in the *Dragon Ball Z* universe have assembled to see who is the mightiest of them all! Part bluffing game, part deduction, *Dragon Ball Z: Over 9000!* has players selecting an iconic hero or villain from *Dragon Ball*, and competing against their friends, to be the first to get their power level over 9,000. Packaged in a collectible Tin Box. IDW 01592.....\$19.99

## PREMIUM 1000 PIECE PUZZLES



### SONIC THE HEDGEHOG TOO SLOW!

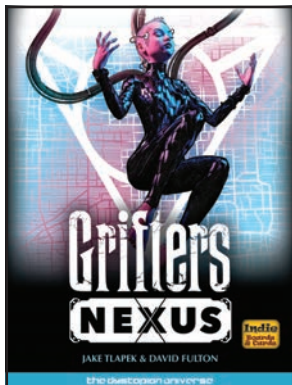
IDW 01581.....\$19.99



### TEENAGE MUTANT NINJA TURTLES UNIVERSE

IDW 01579.....\$19.99

## INDIE BOARDS & CARDS



### GRIFTERS: NEXUS

*Grifters: Nexus* is a standalone game that is also an expansion for *Grifters*, which was released by Indie Boards and Cards in 2016. *Nexus* uses the same core cool down mechanisms found in *Grifters*, and introduces 15 new specialist cards, new mechanisms and a new job card system. Scheduled to ship in October 2018. IBC NEX1.....\$24.99



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**Work together. Help yourself.  
Don't get blown up!**





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### KODAMA DUO

Kodama Duo is a two-player standalone version of Kodama: The Tree Spirits and a 6th player expansion. You will grow a tree by placing branch cards in clever arrangements, making a happy home for your Kodama! Kodama Duo is a card placement game for two players that plays in 30 minutes. Players will turn over one Decree card per season to set the unique conditions. During the Growing Phase, players take turns revealing branch cards and splitting them into two piles until each player has added four branch cards to their tree. In the Kodama phase, players will each choose one of their Kodama to score and live in their tree. The game last 3 seasons (12 turns) and whoever cares for their Kodama best will be remembered for generations! Scheduled to ship in October 2018.

IBC DUO1 .....\$19.99

### KONAMI DIGITAL ENTERTAINMENT

#### SPOTLIGHT ON!



### YU-GI-OH! TCG: LEGENDARY DUELISTS ABYSS BOOSTER DISPLAY (36)

If you're looking for Photon and Galaxy monsters to use with your Number 90: Galaxy-Eyes Photon Lord from *Battles of Legend: Relentless Revenge*, look no further because *Legendary Duelists: White Dragon Abyss* also includes new cards for Kites Photon Deck from Yu-Gi-Oh! ZEXAL! *Legendary Duelists: White Dragon Abyss* also includes cards representing famous scenes from the anime series, like the fateful match selection of the Battle City Finals, and Kites ruthless Photon Hand technique he uses to claim Number monsters from his foes. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 84032 .....\$71.64

### KOPLow GAMES



### OPAQUE: 5MM D6 ASSORTMENT IN BAG (250)

KOP 00640 .....\$40.00



### TRANSPARENT: 5MM D6 ASSORTMENT IN BAG (250)

KOP 00688 .....\$50.00

### OFFERED AGAIN

### 5MM D6 ASSORTMENT TUBES (30)



### O/A OPAQUE

KOP 10795 .....\$5.50



### O/A TRANSPARENT

KOP 10796 .....\$6.60

### LEDER GAMES



### ROOT

Find adventure in this marvelous asymmetric game. *Root* provides limitless replay value as you and your friends explore the unique factions all wanting to rule a fantastic forest kingdom. Play as the Marquise de Cat and dominate the woods, extracting its riches and policing its inhabitants, as the Woodland Alliance, gathering supporters and coordinate revolts against the ruling regime, the Eyrie Dynasties, regaining control of the woods while keeping your squabbling court at bay, or as the Vagabond, seeking fame and fortune as you forge alliances and rivalries with the other players. Each faction has its own play style and paths to victory, providing an immersive game experience you will want to play again and again. Scheduled to ship in September 2018.

LED 01000 .....\$60.00

### LETIMAN GAMES

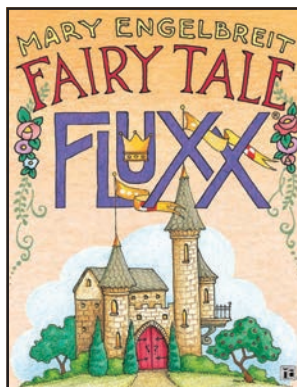
### GROVES

Groves is a strategy game that combines worker placement with bag building. There are multiple worker types that a guardian can summon to reap the benefits of the land. Using any worker-type will gain you a lands ability but using a worker that is elementally linked to that land type will also earn you an additional ability to edge you closer to gaining the crown. Playing in other players' groves may also work to your advantage; however, although you will be able to gain the ability of the land, your spirits will end up in your opponents summoning bag. Can you build your grove and manage your pool of spirits to become the new Ruler of Idyllon?

LTM 007 .....\$40.00



### LOONEY LABS



### FAIRY TALE FLUXX DISPLAY (6)

Fairy Tale Fluxx brings the zaniness of the card game of ever changing rules to the land of happily ever after, and the results are fit for a king! Gather Keepers to fit the current fairy tale Goal and you win! But look out for the Witch and the Wolf! With delightful illustrations by Mary Engelbreit, this version of Fluxx is a wish come true.

LOO 087-D .....\$16.00



### FIREFLY FLUXX UPGRADE PACK

Mal's crew aren't the only ones aimin' to misbehave. Now you can add Yolanda (aka Saffron, aka Bridgett) and Jubal Early to your *Firefly Fluxx* adventures! These two new Keepers come with six new Goals that require them. Also included are new copies of the Reavers and Hands of Blue, now with upgraded abilities.

LOO 092 .....\$5.00



### FLUXX 5.0: CREEPER PACK EXPANSION

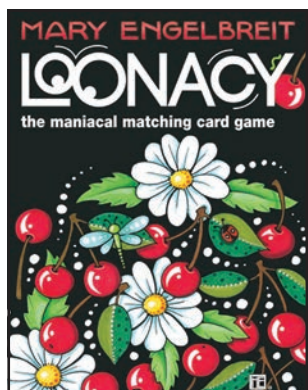
Version 4.0 of *Fluxx* introduced Creepers to the basic game, but these cards were dropped again when *Fluxx 5.0* was published. This left War, Death, Taxes, and the beloved Radioactive Potato unavailable. But now they're back, along with Goals, Actions, and New Rules relating to these particularly intense *Fluxx* cards.

LOO 090 .....\$5.00





**MONTY PYTHON FLUXX: BLACK KNIGHT EXPANSION**  
**NONE SHALL PASS!** Now at last the Black Knight will start making an appearance in your games of *Monty Python Fluxx*! This Creeper is so in-your-face that NOBODY can win if he's in play...unless, of course, one of the six new Goals in the set requires him. He's joined by another oft-missed character, Tim the Enchanter! Tim causes things to explode! The 10 card pack even includes a couple of New Rules including It's A Quest!  
 LOO 091 .....\$5.00



**MARY ENGELBREIT LOONACY DISPLAY (6)**  
 Known for her spirited, witty, and whimsical calendar and greeting card illustrations, Mary Engelbreit's artwork now brightens the cards of our latest version of *Loonacy*! This version features some of Mary Engelbreit's most beloved works in a fast-paced matching game that's fun for all ages. When Mary Engelbreit and Looney Labs join forces, the result is truly magical!  
 LOO 088-D .....\$20.00



**NANOFICTIONARY BLANKS EXPANSION PACK**  
 The card game of telling tiny stories is all about making up your own fun tales...so what could be better than creating your own custom cards to add into the mix? *Nanofictionary* was even designed to accommodate such creativity...the game was deliberately illustrated with simple, black and white line drawings so that they'd combine nicely with homemade cards and hand-doodled illustrations. Now, with these blanks and a permanent marker, you can let your imagination go wild!  
 LOO 089 .....\$5.00



**ZENDO RULES EXPANSION #1**  
*Zendo* comes with 40 rule cards that generate over 200 unique rules. That'll keep players guessing for a long while, but when you're ready for more, here's a set of 10 all-new secret rule cards, one rated as Easy, four as Medium, and five as Difficult. These cards will generate 45 different rules, but don't let anyone read these cards until someone is ready to moderate a session. The fun is in figuring it out, so please keep the secret rules secret!  
 LOO 095 .....\$5.00



**KINGS OF WAR VANGUARD**  
 Scheduled to ship in October 2018.



**KINGS OF WAR VANGUARD: RULEBOOK**  
*Vanguard* is a fantasy skirmish game set in the world of *Mantica*. It is a magical place, full of wonder, but also one of conflict and war, as mighty armies clash and empires crumble. Gods and demons roam the world and the skies light up with the crackle of magic. The mortal races strive for dominance across the vastness of the world; from the depths of the oceans, across to the deserts and plains, to the soaring mountain ranges and ice-covered peaks - there is adventure, glory and peril to be had in equal measure. This book includes all of the core rules for playing *Vanguard*, including kit entries, scenarios, campaign system, advanced spells and abilities, and rules for tying your games into *Kings of War*!  
 MGE MGVA101 .....\$39.99



**ABYSSAL FACTION STARTER**  
 MGE MGVA101 .....\$39.99



**BASILEAN FACTION STARTER**  
 MGE MGVA101 .....\$39.99



**NIGHTSTALKER FACTION STARTER**  
 MGE MGVA101 .....\$39.99



**NORTHERN ALLIANCE FACTION STARTER**  
 MGE MGVA101 .....\$39.99

**TERRAINCRATE**  
 Scheduled to ship in October 2018.



**BATTLEFIELD**  
 MGE MGTC123 .....\$79.99



**BATTLEFIELD OBJECTIVES**  
 MGE MGTC121 .....\$29.99



**TOWN CENTRE**  
 MGE MGTC124 .....\$79.99

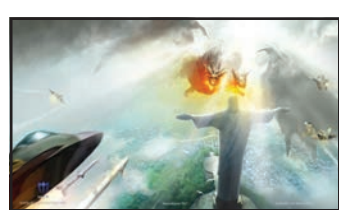


**PLAYMAT OFFERED AGAIN**



**O/A AMBUSH!**  
 MAX 8010MAMB .....PI

**O/A ANOTHER ROUGH DAY**  
 MAX 8010MNRD .....PI



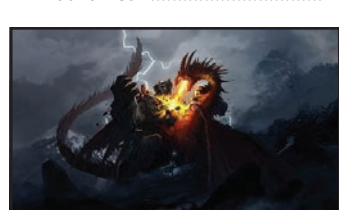
**O/A APOCALYPSE RIO**  
 MAX 8010MRIO .....PI

**O/A ATTILA**  
 MAX 8010MATH .....PI



**O/A BRITAIN - UNION JACK**  
 MAX 8010MGBR .....PI

**O/A CRIMSON RIDER**  
 MAX 8010MCSR .....PI



**O/A DEATH GRIP**  
 MAX 8010MDGP .....PI

**O/A END OF THINGS**  
 MAX 8010MEOT .....PI

**O/A HASTA LA VISTA**  
 MAX 8010MHLV .....PI

**O/A USA - OLD GLORY**  
 MAX 8010MUSA .....PI





## MAYDAY GAMES

## BAD DOCTOR

*Bad Doctor* is a light tile-laying game where doctors compete for the glory of being the best doctor by treating and curing patients. Assume the role of an overworked doctor fighting to keep it together in a derelict hospital overwhelmed by patients. Each patient is yet another burden that you struggle to keep alive until your shift ends. Avoid blame at all costs by leaving the sickest patients for your rival doctors! Scheduled to ship in July 2018.

MDG 4326 ..... \$35.00



## MODIPHIUS

## CONAN: CONAN THE PIRATE

Sail the red-dimmed seas as a reaver or explorer, seeking fortune on the farthest horizon. This sourcebook covers Argos and Zingara, the Pictish coastline, and the coasts of Shem, Stygia, Kush, and the Black Kingdoms, as well as the Barathan Islands and the Vilayet Sea. Join the Red Brotherhood or prove your mettle with the Zingaran Freebooters. Character options include pirate-themed lifepaths and options, as well as expanded ship combat rules and guidelines for ocean-going adventure. This print book requires the Robert E. Howard's *Conan: Adventures in an Age Undreamed Of* corebook to use. Scheduled to ship in August 2018.

MUH 050385 ..... \$25.99

STAR TREK ADVENTURES RPG:  
STARTER SET

A starter set with everything you need for roleplaying in the *Star Trek* Galaxy! *Star Trek Adventures* takes you to the final frontier of the Galaxy, where new discoveries await keen explorers. Your duties may take you to the edges of known space, or to Federation colonies in need, to the borders of neighboring galactic powers, or into the eye of interstellar phenomena. Your ship and your crew epitomize the best *Star Trek* and the United Federation of Planets has to offer, and you are needed more than ever. The perfect Christmas gift for a fan of *Star Trek* and role play gaming! This starter set contains everything you need to begin your journey to the final frontier, including an incredible campaign of three linked missions that test the mettle of a brave crew of five player characters. Scheduled to ship in November 2018.

MUH 051564 ..... \$30.00



## MONTE COOK GAMES

NUMENERA BUILDING  
TOMORROW

Installations and items to build, allies to recruit for your Ninth World community, and sample communities to build from and more challenges to face. A 192-page hardcover sourcebook with a poster map that expands on the community-related content introduced in *Numenera Destiny*. Scheduled to ship in October 2018.

MCG 161 ..... \$44.99

## NORTH STAR GAMES



## WARSAW: CITY OF RUINS

In *Warsaw: City of Ruins*, players develop a district of Warsaw from the 1600s through to the present day. Can you create the most bustling district while weathering the destruction of two World Wars? With choices of residential areas, commercial complexes, cultural facilities, parks, industrial facilities, and over 35 unique Warsaw buildings and landmarks, *Warsaw: City of Ruins* will give players endless replayability due to its simple rules and deep strategic game play.

NSG 850 ..... \$49.99

## NSKN GAMES



## DICE SETTLERS

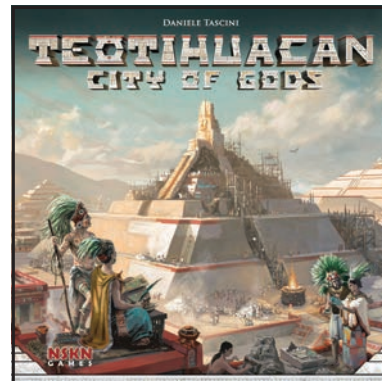
With a piece of land to call your own, a handful of resources, a few families and a head full of dreams you embark on a journey of a lifetime. Beyond lies the New World full of opportunities to make your dreams of a new home a reality. But beware, other settlers have come here as well, and although their beginnings are as humble as yours, each of them will want to influence these new lands as much as you. Will you become the most powerful? *Dice Settlers* is a civilization dice game of pool building, resource gathering and area control. Each turn players reach into their bags of dice, roll and choose their own actions: from exploring new lands and building the board, through gathering resources and trading, to developing technologies which offer new abilities, each player chooses their own path to victory. Scheduled to ship in October 2018.

NSK 023 ..... \$59.95

## TEOTIHUACAN: CITY OF GODS

Travel back in time to the greatest city in Mesoamerica. Witness the glory and the twilight of the powerful pre-Columbian civilization. Strategize, accrue wealth, gain the favour of the gods, and become the builder of the magnificent Pyramid of the Sun. In *Teotihuacan: City of Gods*, each player commands a force of worker dice, which grow in strength with every move. On your turn, you move a worker around a modular board, always choosing one of two areas of the location tile you land on: one offering you an action, the other providing you with a powerful bonus. Scheduled to ship in October 2018.

NSK 024 ..... \$49.95



## ONK GAMES



## ZOGEN

In *Zogen*, the player researchers want to rid themselves of their microorganism cards as quickly as they can, but they can do so only by observing the current lab environment and watching the one thing that changes, then recording it by playing their card. In more detail, each player starts with a hand of sixteen cards, with each card showing 0-4 types of microorganisms, which are named Maru, Tsuki, Yama, and Siri. The start player for the round places one of their cards face up on the table, then everyone plays at once, trying to lay down a card that differs from the initial card by exactly one microorganism, whether one more or one less. Scheduled to ship in October 2018.

ONK ZOG ..... \$23.00

## PAIZO PUBLISHING

PATHFINDER RPG: ADVANCED  
RACE GUIDE (POCKET EDITION)

Get the most out of your heritage with the *Pathfinder RPG Advanced Race Guide*! Embrace your inner monster by playing one of 30 iconic races from mythology and gaming history, or build an entirely new race of your own. If classic races are more your style, go beyond the stereotypes for elves, dwarves, and the other core races with new options and equipment to help you stand out from the crowd. Scheduled to ship in October 2018.

PZO 1121-PE ..... \$19.99







### PATHFINDER RPG: DVENTURE PATH - RETURN OF THE RUNELORDS PART 3 - RUNEPLAGUE

The *Return of the Runelords Adventure Path* continues as the heroes discover a nefarious plot to spread a magical plague through Varisia's greatest cities. As they travel the breadth and width of the land, they not only face cultists eager to transform people into monsters, but the spreading influence of other runelords as their agents stir to life. Will the heroes be able to halt the resurrection of one runelord and the rebirth of another, or will they become monstrous minions of the Polymorph Plague themselves? Scheduled to ship in October 2018.

PZO 90135 ..... \$24.99

### STARFINDER RPG: ADVENTURE PATH - AGAINST THE AEON THRONE 3 - THE RUNE DRIVE GAMBIT

The heroes must infiltrate a secluded Azlantian science facility and liberate the captive scientists forced to study an experimental starship drive to keep it out of their enemies' hands. They soon learn of the device's reality-warping power first-hand, but standing in their way is the dastardly Azlantian noble who has orchestrated the entire plot! Scheduled to ship in October 2018.

PZO 7209 ..... \$22.99



### STARFINDER RPG: ALIEN ARCHIVE 2 HARDCOVER

Battle or befriend more than 100 weird and alien life forms in this creature collection for the *Starfinder Roleplaying Game*! Every new world and space station comes with its own dangers, from strange new cultures to extraterrestrial predators to massive spacefaring organisms capable of battling starships. Scheduled to ship in October 2018.

PZO 7109 ..... \$39.99



### PATHFINDER RPG: CAMPAIGN SETTING - SANDPOINT: LIGHT OF THE LOST COAST

The town of Sandpoint has been through a lot, between goblin raids and dragon attacks and crazed killers stalking the night. In *Pathfinder Campaign Setting: Sandpoint: Light of the Lost Coast*, the fan-favorite town is presented in great detail, with full stat blocks for the region's important NPCs, dozens of quests, and expanded information on every major location in the town and the hinterlands beyond, as well as a double-sided pull-out poster map of Sandpoint and the surrounding region, which has featured prominently in *Pathfinder Adventure Paths* like the *Rise of the Runelords* and the *Pathfinder RPG Beginner Box* since the birth of Pathfinder in 2007. This oversized 96-page campaign setting book is a guide to creating your very own campaign in *Pathfinder's* most popular town! Scheduled to ship in October 2018.

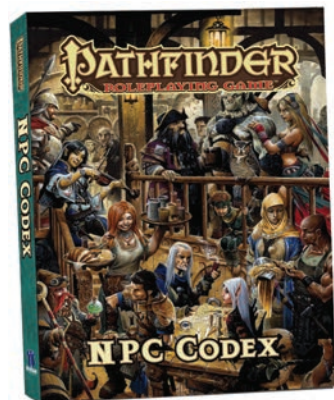
PZO 92111 ..... \$26.99



### PATHFINDER RPG: FLIP-TILES - FOREST PERILS EXPANSION

The forest holds many dangers! *Flip-Tiles: Forest Perils Expansion* is the first expansion to *Flip-Tiles: Forest Starter Set*. With 24 full-color 6 x 6-inch double-sided tiles, each stunningly crafted by cartographer Jason A. Engle, add diversions, hazards, and other dangers to your dungeons. You'll be prepared next time your players branch out in an unexpected direction! Scheduled to ship in October 2018.

PZO 4076 ..... \$19.99



### PATHFINDER RPG: NPC CODEX (POCKET EDITION)

It's happened to every Game Master. You spend hours setting up the perfect encounter, your players are out for blood, the swords are drawn - and then you realize that you've forgotten to build statistics for the enemy characters. Or perhaps your players go left when you expect them to go right, leaving you without any encounters prepared. Such problems are a thing of the past with the *NPC Codex*. Inside this tome, you'll find hundreds of ready-made stat blocks for nonplayer characters of every level, from a lowly forest poacher to the most majestic knight or ancient spellcaster. Scheduled to ship in October 2018.

PZO 1124-PE ..... \$19.99



### PATHFINDER RPG: FLIP-MAT CLASSICS - ANCIENT DUNGEON

Delve the deepest, oldest tombs and catacombs with *Flip-Mat Classic: Ancient Dungeon*, a gorgeous double-sided battle-scale map of two complete dungeon levels! Both sides show numerous rooms and corridors that you populate with your own ancient treasures and terrors! Scheduled to ship in October 2018.

PZO 31020 ..... \$13.99

## PLASTIC SOLDIER COMPANY

### 15MM EASY ASSEMBLY: SEXTON SELF PROPELLED ARTILLERY

Scheduled to ship in June 2018.

PSC WW2V15035 ..... \$26.65



## PLAID HAT GAMES



## FEATURED ITEM



### GUARDIANS

The Guardians once fought for justice, but these legendary heroes stepped aside after InterGov, the first world government, united the planet in peace. Nearly three decades have passed, but law and order are once more threatened. Renegade factions have emerged to challenge InterGov, and a new generation of heroes must rise up to defend it! Assemble a team

and send them against your enemy, in this tactical, super powered card game. Seize key locations while combining each hero's unique abilities to unleash ultimate attacks! Explore ten distinct heroes, each bringing an incredible amount of variability to their team. Combine each hero's unique deck of powerful cards to discover new combos, outflank your opponent and fight your way to glory! And when you're ready, expand your game with more *Guardians* products, ratcheting up the action with more heroes and locations. Scheduled to ship in September 2018.

PHG PH2700 ..... \$34.95



## PLAYFUSION


**WARHAMMER AGE OF SIGMAR:  
CHAMPIONS BOOSTER DISPLAY  
BOX (24)**

Each booster pack contains 13 cards (1 guaranteed foil) **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PFI W82501 .....\$96.00

## SPOTLIGHT ON


**WARHAMMER AGE OF  
SIGMAR: CHAMPIONS  
CAMPAIGN DECK ASSORTMENT**

Each campaign deck includes a 38 card deck, two health counters, one instruction card, one booster card, one booster pack, a playmat, and a rules sheet. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PFI W82507 .....\$120.00

## PORTAL GAMES


**IMPERIAL SETTLERS: AMAZONS**

As you may have realized by now, all new *Imperial Settlers* factions begin with the letter A and this is no exception! With Amazons, the third big expansion for *Imperial Settlers*, this formerly warmongering tribe is now building their new empire. Amazons use elements of the deck-building mechanism so that they can discard reconstructed faction cards from their deck, allowing them to modify the deck during play. They also get a lot of bonuses for building their cheap faction cards. How will you help them secure their place among others? Scheduled to ship in October 2018.

PLG 1283 .....\$29.00

## PRIVATEER PRESS

**MONSTERPOCALYPSE**

Scheduled to ship in September 2018.


**G.U.A.R.D. G-TANKS & REPAIR  
TRUCK UNIT (RESIN)**

PIP 51004 .....PI


**G.U.A.R.D. STRIKE FIGHTERS &  
ROCKET CHOPPER UNIT (RESIN)**

PIP 51003 .....PI


**PLANET EATERS BELCHERS &  
CRAWLERS UNIT (RESIN)**

PIP 51006 .....PI


**PLANET EATERS CHOMPERS,  
DESTRUCTOMITE &  
EXPLODOHAWK UNIT (RESIN)**

PIP 51005 .....PI

**WARMACHINE**

Scheduled to ship in September 2018.


**CRUCIBLE GUARD RETALIATOR  
LIGHT WARJACK (RESIN AND  
WHITE METAL)**

PIP 37009 .....\$11.99

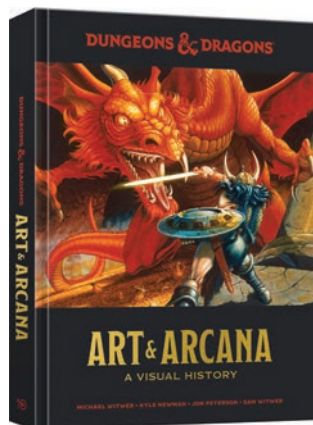

**CRUCIBLE GUARD TRANCER  
LIGHT WARJACK (RESIN  
AND WHITE METAL)**

PIP 37017 .....\$28.99


**THE PROTECTORATE OF MENOTh  
EXEMPLAR WARDER SOLO (RESIN  
AND WHITE METAL)**

PIP 32132 .....\$14.99

## RANDOM HOUSE


**DUNGEONS & DRAGONS:  
ART AND ARCANIA -  
A VISUAL HISTORY**

Ten Speed's *Dungeons & Dragons* is an illustrated guide to the history and evolution of the beloved role-playing game told through the paintings, sketches, illustrations, and visual ephemera behind its creation, evolution, and continued popularity. This officially licensed illustrated history provides an unprecedented look at the visual evolution of the game, showing its continued influence on the worlds of pop culture and fantasy. It features more than 600 pieces of artwork — from each edition of the *Players and Monster Manuals*; decades of *Dragon* magazine; classic advertisements and merchandise; never-before-seen sketches, large-format canvases, and more from the now-famous artists associated with the game. Scheduled to ship in October 2018.

RHP 949 .....\$50.00

## SPOTLIGHT ON


**DUNGEONS & DRAGONS:  
ART AND ARCANIA -  
SPECIAL EDITION**

A deluxe slipcase edition of the illustrated guide to the history and evolution of *Dungeons & Dragons*, with one-of-a-kind art from Hydro74, one of the most acclaimed contemporary D&D artists; frameable, high-quality reproductions of truly unique native art; and a facsimile reproduction of Gary Gygax's never-before-seen, historic first draft of the *Tomb of Horrors* adventure — a rarity many thought was lost to the ages. This is the most comprehensive collection of D&D imagery ever assembled, making it the ultimate collectible for the game's millions of fans around the world. Scheduled to ship in October 2018.

RHP 752 .....\$125.00

## REAPER MINIATURES

**DARK HEAVEN**

**CHAOS TOAD SORCERER**

RPR 03891 .....\$11.49


**DARK DWARF STRIKER**

RPR 03892 .....\$6.99





**DREAMERE - REEVE  
IRREMBORG PLANOMAP**  
RPR 03890 .....\$7.29



**SHADOWEYES, CATFOLK ROGUE**  
RPR 03894 .....\$6.99



**DREAMERE - SHERIFF  
GETMOSE DRUMFASSER**  
RPR 03889 .....\$6.99



**BONES CLEAR WINGS (3)**  
RPR 77582 .....\$3.99



**MAL, CATFOLK WARRIOR**  
RPR 03893 .....\$6.99



**DUNGEON DWELLERS:  
LANAEREL GRAYLEAF**  
RPR 07006 .....\$12.49



**NAGENDRA CAPTAIN**  
RPR 03887 .....\$11.29



**NAGENDRA MATRIARCH**  
RPR 03888 .....\$8.29

## RED RAVEN GAMES



**HAVEN**  
In *HAVEN*, you and your opponent battle for control of a mystical forest. The forest's Guardian Spirit sleeps deeply and can no longer protect his kingdom. One of you controls the City in an effort to master the vulnerable forest using iron lore and machines. The other plays as the Forest and its creatures who attempt to defend their home with the aid of leaf lore and forest spirits. Scheduled to ship in October 2018.  
RVN 019 .....\$24.95



[www.CalliopeGames.com](http://www.CalliopeGames.com)

By  
**Mike Elliott**



BY  
**JAMES ERNEST**



By  
**Eric M. Lang**



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## FIREWORKS (RGS00823)

- Launch your fireworks die out of the barrel and into the box!
- Collect tiles to add to your city board!
- Create stunning fireworks displays!

**MSRP:** \$25    **Ages:** 6+    **2-4 Players**    **20 Min**

**September Release!**

**NEW  
RELEASE**



## THE FOX IN THE FOREST (RGS00574)

- Familiar trick-taking mechanics with unique character powers
- Beautifully illustrated cards
- Compact size is perfect for travel

**MSRP:** \$15    **Ages:** 10+    **2 Players**    **30 Min**

**Available Now!**

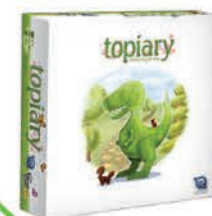


## TOPIARY (RGS00599)

- Visit the beautiful Topiary Garden filled with uniquely shaped plants!
- Rearrange the botanical sculptures strategically for the best view!
- Place your visitors in optimal areas of the garden to score the most points!

**MSRP:** \$30    **Ages:** 10+    **2-4 Players**    **15-30 Min**

**Available Now!**



## CLANK! IN! SPACE! (RGS00594)

- Steal treasure from the evil Lord Eradikus and race to the escape pods!
- Avoid the security bots and sneak pass the force field!
- One false step, and ---Clank! Careless noise draws unwanted attention!

**MSRP:** \$60    **Ages:** 13+    **2-4 Players**    **60 Min**

**Available Now!**



## LOTUS (RGS00527)

- Grow flowers one petal at a time using a clever card laying mechanic
- Transform your table into a work of art
- Call on the creatures of the garden to help you control the most flowers.

**MSRP:** \$30    **Ages:** 8+    **2-4 Players**    **30 Min**

**Available Now!**



## SPELL SMASHERS (RGS00831)

- Spell Words! Smash Monsters!
- Visit the town to gear up, buy potions & ale, and receive quests.
- Solo mode! Can you defend the town from the incoming waves of monsters?

**MSRP:** \$40    **Ages:** 12+    **1-5 Players**    **45-60 Min**

**October Release!**

**NEW  
RELEASE**



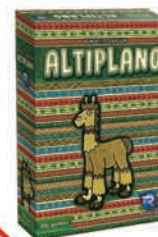


## ALTIPLANO (RGS00807)

- Manage your scarce resources for the highest yield!
- Add new action spots to your board to increase available goods!
- Reiner Stockhausen's latest "bag-building" design!

**MSRP:** \$65    **Ages:** 12+    **2-5 Players**    **60-120 Min**

**Available Now!**



## EX LIBRIS (RGS00577)

- Choose from one of the 12 unique librarians to play!
- Alphabetize your books to maximize your score!
- A worker placement game with rotating action spaces!

**MSRP:** \$60    **Ages:** 10+    **2-4 Players**    **45 Min**

**Available Now!**



## PASSING THROUGH PETRA (RGS00832)

- Push tiles through canyons & markets to maximize profits
- Expand your influence by adding market stalls, buildings, and hiring villagers.
- Unique action selection on a spatial grid.

**MSRP:** \$60    **Ages:** 14+    **2-4 Players**    **60 Min**

**October Release!**

**NEW  
RELEASE**



## KIDS ON BIKES (RGS07119)

- Sample Module to get you right in on the action!
- Introduce a communally controlled Powered-Player into your game!
- 80 pages of full color rules, everything you need to play in ONE BOOK!

**MSRP:** \$25    **Designer:** John Gilmore and Doug Levandowski

**Cover Artist:** Heather Vaughan

**Available Summer 2018!**



## OUTBREAK:UNDEAD... 2ND ED. SURVIVOR'S GUIDE (RGS04822)

- Fight the undead hordes, survive incredible odds, and rebuild civilization!
- Free Online Assessment tool allows you to play as YOURSELF!
- 260 Page Full-Color Hardcover Book

**MSRP:** \$44.99    **Designer:** Christopher J. De La Rosa

**Artists:** Anthony Jones, Shar Tuiasoa, Kent E. Davis, Caleb Cleveland, and Christopher J. De La Rosa

**Available Now!**

**NEW  
RELEASE**





## ROXLEY GAMES



### DICE THRONE: SEASON 2

*Dice Throne* is a game of intriguing dice, tactical card play, powerful heroes, and unique abilities. It's a fast-paced 2-6 player combat game. Select from a variety of heroes that play and feel completely distinct from one another. Attack opponents and activate abilities by rolling your hero's unique set of five dice. Accumulate combat points and spend them on cards that have a large range of effects, such as granting permanent hero upgrades, applying status effects, and manipulating dice directly. These expansions add the Gunslinger and the Samurai and the Tactician and the Huntress as playable characters each with unique abilities. Scheduled to ship in October 2018.

#### GUNSLINGER VS SAMURAI

ROX 602 ..... \$19.99

#### TACTICIAN VS HUNTRESS

ROX 603 ..... \$19.99

## SHOOT AGAIN GAMES

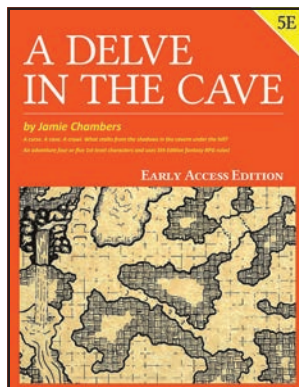
### BIGFOOT VS. YETI

A battle is brewing between the undisputed king of the cryptids Bigfoot and his stone cold cousin the Yeti, who is sick of playing second fiddle. In *Bigfoot vs. Yeti* you are an up and coming cryptozoologist mounting expeditions in the hopes of proving the existence of unknown creatures such as Bigfoot, Yeti, The Loch Ness Monster, the Jersey Devil or Extraterrestrials. Your ultimate goal is to gain fame and fortune by being the first cryptozoologist credited with the actual discovery of a new species, making you world famous.

SAG BVOY1 ..... \$20.00



## SIGNAL FIRE



### 5E ADVENTURE:

#### A DELVE IN THE CAVE

A curse. A cave. A crawl. 1st level scenario for the world's most popular roleplaying game! A 32-page adventure for 5th Edition of the original fantasy roleplaying game a cavern crawl built to please hack-and-slash groups and storytellers alike! Scheduled to ship in October 2018.

SGL 1005 ..... \$11.99

## SLUGFEST GAMES

### RED DRAGON INN 7: THE TAVERN CREW

Play as The Wench in this new expansion and stand alone game! Serving up drinks and hospitality to the hardy adventurers of Greyport is an exciting, often difficult, and always thirsty task! The Wench finally joins the party at *The Red Dragon Inn*, and she's bringing the rest of the tavern crew with her! Now the staff can kick back with a mug of ale, a fist of dice and pouches lined with adventurers' gold. Drink, gamble and roughhouse with your friends. But don't forget to keep an eye on your gold. If you run out, you're going to be on dish duty for the rest of the night. Oh... and try not to get too beaten up or too drunk. If you black out, your coworkers will divvy up all your gold as tips before continuing the party without you! The last conscious staff member with gold wins the game! Scheduled to ship in September 2018.

SFG 030 ..... \$39.95



## STEAMFORGED GAMES



### DARK SOULS: DARKROOT BASIN AND IRON KEEP TILE SET

SFL DS-014 ..... PI

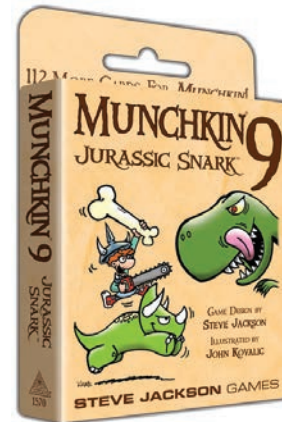
## SPOTLIGHT ON



### DARK SOULS: GAPING DRAGON EXPANSION

SFL DS-010 ..... PI

## STEVE JACKSON GAMES



### MUNCHKIN 9: JURASSIC SNARK

*Munchkin 9 Jurassic Snark* takes munchkins to a long-gone era to fight dangers they've never encountered. We were so preoccupied with whether we could, we didn't stop to think if we should but that's never stopped us before! Shuffle this 112-card expansion into your *Munchkin* game to wear primeval armor, ride dinosaur Steeds, and fight munchkinivorous monsters. *Munchkin 9 Jurassic Snark* is compatible with *Munchkin Legends*, *Moop's Monster Mashup*, *Munchkin Oz*, *Munchkin Pathfinder*, and any version of *Munchkin*. Scheduled to ship in October 2018.

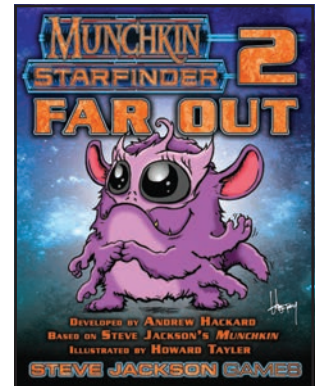
SJG 1570 ..... \$19.95



### MUNCHKIN STARFINDER

*Munchkin Starfinder* combines the roleplaying, backstabbing action of classic *Munchkin* with the lasers, alien planets, starships, and adorably deadly skittermanders from the *Starfinder Roleplaying Game*! Defeat The Swarm and loot the universe in *Munchkin Starfinder*! Scheduled to ship in October 2018.

SJG 4471 ..... \$24.95



### MUNCHKIN STARFINDER 2: FAR OUT

In this expansion for *Munchkin Starfinder*, we've explored the far reaches of the universe to give you even more monsters to kill and more treasures to find. Add these cards to your next adventure in space and defeat The Swarm! Scheduled to ship in October 2018.

SJG 4472 ..... \$11.95

## SPOTLIGHT ON



### MUNCHKIN STARFINDER: I WANT IT ALL

Get the complete *Munchkin Starfinder* collection with *Munchkin Starfinder I Want It All*! It contains all the physical rewards released and unlocked during the Kickstarter campaign, including items that will never go to retail separately. To prove that you've got it all, you'll also receive a certificate with its own special rules and spots for signatures from Steve Jackson, Howard Tayler, and Andrew Hackard. The box even comes with its own *Munchkin Starfinder* rule! Scheduled to ship in October 2018.

SJG 4476 ..... \$99.95



STEVE JACKSON GAMES

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Designed by Eric M. Lang and Kevin Wilson

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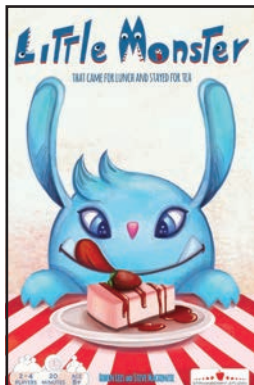


## STRAWBERRY STUDIOS

**LITTLE MONSTER THAT CAME FOR LUNCH AND STAYED FOR TEA**

*Little Monster That Came For Lunch And Stayed For Tea* is a light racing game in which playing your cards right and using the abilities of your two unique monsters makes for a very tasty difference! Each game you are assigned two unique little monsters to feed as quickly as you can as you race against one, two or three opponents. Each little monster has its own special skill, and you want to combo these skills and card abilities to create awesome combos. Scheduled to ship in October 2018.

STR 006 ..... \$19.95



## THAMES &amp; KOSMOS

**EXIT: THE MYSTERIOUS MUSEUM**

You are on a trip to the Florence Natural History Museum, intent on visiting the sunken treasure of the Santa Maria. Your relaxing day at the museum is quickly derailed by an incredible adventure! Can you solve the mysteries of the museum and find a way out? Difficulty Level: 2 of 5.

TAK 694227 ..... \$14.95

**EXIT: THE SINISTER MANSION**

You are invited to be a guest at a palatial mansion, but upon arrival, you find yourselves forced to take part in a macabre game. The clock is ticking, and there is not much time left to solve the puzzles. Can you escape the mansion before its too late? Difficulty Level: 3 of 5.

TAK 694036 ..... \$14.95

## STRONGHOLD GAMES

**AUSTRALIA**

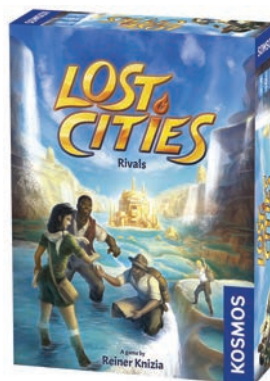
*AuZtralia* is an adventure/exploration game for 1-4 players set in an alternate reality 1930s. The theme is inspired by Martin Wallace's *A Study in Emerald*. Following the Restorationist war, the northern hemisphere lands lay poisoned and starvation was the norm. Intrepid adventurers set out to explore and settle new lands. Little did they know, after the war, the surviving Old Ones and their remaining loyal human armies made their way to the outback of Australia to lick their wounds. Scheduled to ship in October 2018.

SHG 4011 ..... \$69.95

**FORTUNE**

In *FORTUNE* you try to receive more points than the other players, except high numbers are not enough! You also need the RIGHT bonus points to be victorious. Contains 90 oversized playing cards. Scheduled to ship in October 2018.

SHG 6022 ..... \$19.95

**LOST CITIES: RIVALS**

Use your cards to venture down expedition routes that take you to far-flung and mysterious corners of the Earth: to an abandoned mountain temple, a decaying circle of stone, a city sunken under the sea, an ancient Stone-Age settlement, and a town inside of a mountain. Your goal is to plan the routes in such a way that they bring you the greatest possible fame. If you are especially daring, you will also be able to wager on the success of your own expeditions. But watch out: You are not the only one traveling! Which routes will you pursue and how much gold is it worth to you? Plan well and use your resources wisely. Only the player who has collected the most fame at the end of the game will be the winner.

TAK 690335 ..... \$14.95

**MERCADO**

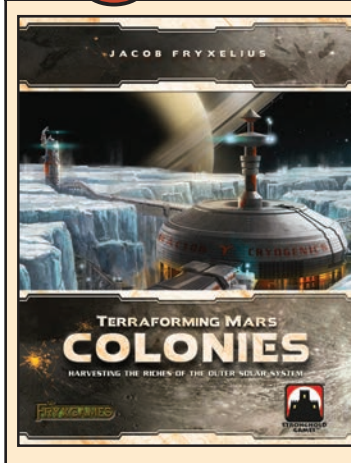
As players in *Mercado*, you assume the roles of wealthy members of upper-class society. To raise your social status, you must buy luxury goods. So you shop around the market for expensive baubles, finery, shoes, jewelry, and perfume anything that will increase your reputation among the other snobs and social climbers. Several market stands are laid out on the table where you can see valuable products and their prices, which are various combinations of colored coins. But to complicate matters, some of the coins are counterfeit. Every player has his or her own coin purse with different colored coins in it.

The players must figure out how to deal with the counterfeit money. Once a few coins are placed, it will be easier to see which items the opponents are going for, and how they plan to achieve standing in high society.

TAK 692964 ..... \$39.95

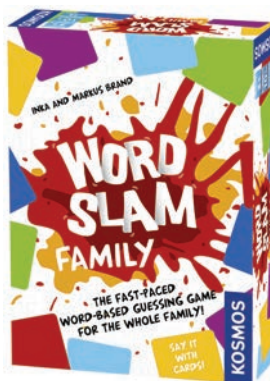


## SPOTLIGHT ON

**TERRAFORMING MARS: THE COLONIES**

Our world has widened before us. Corporations expand their operations to all corners of the solar system in pursuit of minerals and resources. Most places are not suited for terraforming but building colonies may greatly improve your income and your possibilities in achieving that higher goal - the terraforming of Mars. Send your trade fleet to distant moons! Colonize the clouds of Jupiter! And let your Earth assets propel you to success! *Terraforming Mars: Colonies* lets you visit the outer solar system. It features colony tiles where you can build colonies and send your trade fleet. It also includes new project cards and corporations. Scheduled to ship in October 2018.

SHG 7203 ..... \$29.95

**WORD SLAM FAMILY**

*Word Slam Family* has all the fast-paced fun wordplay of the original hit game, but in a streamlined, compact format. This version includes 100 story word cards and 100 answer cards, with a total of 600 answer terms in four difficulty levels. It includes easier, family-friendly answer words suitable for families and groups with kids ages 10 and up. In this version, the die and timer is replaced by an app. Instead of using card holders, the two box halves are used as screens between the teams and the answer cards are played behind the screens. This game can be played both as an expansion to the base game and as a stand-alone game.

TAK 691172 ..... \$14.95



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**KOSMOS**



## TOY VAULT

### SPOTLIGHT ON



#### THE PRINCESS BRIDE RPG

Fezzik, Inigo, Westley, and Buttercup are coming to your tabletop in *The Princess Bride Roleplaying Game*! *The Princess Bride Roleplaying Game* uses the *FUDGE* system, a great, light RPG engine that provides just the right feel of light-hearted, fantastic adventure that embodies *The Princess Bride* universe. Scheduled to ship in September 2018.

TOY 77007 .....\$54.99

## TROLL LORD GAMES

#### CASTLES & CRUSADES: THE DUNGEONS OF AUFSTRAG

But there dwelt the Horned God for his long reign and to it came the damned and he housed them in dungeons of horror and madness. And thus, men call it, more than the pit of the Horned God, or his city, or his throne; men call it Hell, and so it is. *The Dungeons of Aufstrag* is a multi-level dungeon/city complex that is both huge and ever changing. It is designed for use for any level of play, though low-level characters may suffer a higher mortality rate than higher level. Scheduled to ship in August 2018.

TLG 80351 .....\$29.99



#### EDGAR RICE BURROUGHS: 100 YEAR ART CHRONOLOGY

An illustrated history of Edgar Rice Burroughs' publications in pulps, comics and novels! Fully illustrated beautifully rendered in four volumes totaling over 1200 pages and 5000 images spanning the entire length of the publishing career of the man who brought us *Tarzan of the Apes*, *John Carter*, *Pellucidar* and so much more. Written and compiled by Michael Tierney, the narrative gives the history of Burroughs' work and the often legendary artists who visualized it, featuring untold stories, art that hasn't been seen since its release, and pieces that were buried in the vaults from the beginning of his publishing history to the present day. All bound in a wonderful and elegant dust jackets and kept in a beautiful slip case. Scheduled to ship in September 2018.



TLG CG19411 .....\$250.00

## ULTRA PRO INTERNATIONAL

#### ALCOVE TOWER DECK BOXES: LIMITED EDITION

Scheduled to ship in June 2018.

CORK UPI 85374.....PI

COWHIDE UPI 85717.....PI



#### DRAGON BALL SUPER: FULL-VIEW DECK BOXES

Scheduled to ship in September 2018.

EXPLOSIVE SPIRIT, SON GOKU UPI 85777.....PI

FATHER-SON KAMEHAMEHA UPI 85779.....PI

GOD CHARGED VEGETA UPI 85778.....PI



#### DRAGON BALL SUPER: PLAY MATS - SET 2

Scheduled to ship in September 2018.

VERSION 1 UPI 85780.....PI

VERSION 2 UPI 85781.....PI

VERSION 3 UPI 85782.....PI



#### DRAGON BALL SUPER: STANDARD SIZE DECK PROTECTOR SLEEVES (65)

Scheduled to ship in September 2018.

EXPLOSIVE SPIRIT SON GOKU UPI 85774.....PI

FATHER-SON KAMEHAMEHA UPI 85776.....PI

GOD CHARGE VEGETA UPI 85775.....PI

#### DUNGEONS & DRAGONS: RED DRAGON GAMER POUCH

Scheduled to ship in October 2018.

UPI 86837.....PI



#### FINE ART: DECK PROTECTOR PACKS - FRANK FRAZETTA (100)

Scheduled to ship in June 2018.

BARBARIAN UPI 85721.....PI

DEATH DEALER UPI 85723.....PI

VAMPIRE MISTRESS UPI 85722.....PI



#### JUSTICE LEAGUE PRO 100+ DECK BOX

Scheduled to ship in June 2018.

UPI 85658.....PI



#### MAGIC THE GATHERING: GUILDS OF RAVNICA

Scheduled to ship in September 2018.

DECK PROTECTOR SLEEVES (100) - AZORIUS SENATE

UPI 86889.....PI

DECK PROTECTOR SLEEVES (100) - BOROS LEGION

UPI 86890.....PI

DECK PROTECTOR SLEEVES (100) - CARD BACK

UPI 86943.....PI

DECK PROTECTOR SLEEVES (100) - CULT OF RAKDOS

UPI 86920.....PI

DECK PROTECTOR SLEEVES (100) - GOLGARI SWARM

UPI 86892.....PI

DECK PROTECTOR SLEEVES (100) - GRUUL CLANS

UPI 86893.....PI

DECK PROTECTOR SLEEVES (100) - HOUSE DIMIR

UPI 86891.....PI

DECK PROTECTOR SLEEVES (100) - IZZET LEAGUE

UPI 86918.....PI

DECK PROTECTOR SLEEVES (100) - ORZHOF SYNDICATE

UPI 86919.....PI

DECK PROTECTOR SLEEVES (100) - SELESNYA CONCLAVE

UPI 86921.....PI

DECK PROTECTOR SLEEVES (100) - SIMIC COMBINE

UPI 86922.....PI

PLAY MAT - V1 UPI 86899.....PI

PLAY MAT - V2 UPI 86900.....PI

PLAY MAT - V3 UPI 86901.....PI

PLAY MAT - V4 UPI 86902.....PI

PLAY MAT - V5 UPI 86903.....PI

PLAY MAT 6FT UPI 86905.....PI

PLAY MAT 8FT UPI 86906.....PI

PRO 100+ DECK BOX - AZORIUS SENATE UPI 86894.....PI

PRO 100+ DECK BOX - BOROS LEGION UPI 86895.....PI

PRO 100+ DECK BOX - CULT OF RAKDOS UPI 86925.....PI

PRO 100+ DECK BOX - GOLGARI SWARM UPI 86897.....PI

PRO 100+ DECK BOX - GRUUL CLANS UPI 86898.....PI

PRO 100+ DECK BOX - HOUSE DIMIR UPI 86896.....PI

PRO 100+ DECK BOX - IZZET LEAGUE UPI 86923.....PI

PRO 100+ DECK BOX - ORZHOF SYNDICATE UPI 86924.....PI

PRO 100+ DECK BOX - SELESNYA CONCLAVE UPI 86926.....PI

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MSRP: \$24.99





## MAGIC THE GATHERING: FBLTHP GAMER POUCH

Scheduled to ship in October 2018.  
UPI 86836..... PI



## MONSTER MUSUME FULL VIEW DECK BOXES

Scheduled to ship in August 2018.  
BATHTIME UPI 85622..... PI  
RACHNERA UPI 85621..... PI



## MONSTER MUSUME STANDARD DECK PROTECTORS (65)

Scheduled to ship in August 2018.  
MIIA UPI 85618..... PI  
RACHNERA UPI 85619..... PI



## NO GAME NO LIFE FULL VIEW DECK BOXES

Scheduled to ship in August 2018.  
THE GREAT WAR UPI 85582..... PI  
SHUVI UPI 85581..... PI



## NO GAME NO LIFE STANDARD DECK PROTECTORS (65)

Scheduled to ship in October 2018.  
THE GREAT WAR UPI 85500..... PI  
NAYAA! UPI 85500..... PI  
SHUVI UPI 85579..... PI



## POKÉMON: SUN & MOON 7 PORTFOLIOS

Scheduled to ship in July 2018.  
4-POCKET UPI 85538-P..... PI  
9-POCKET UPI 85539-P..... PI



## PREMIUM PRO-BINDER: LIMITED EDITIONS

Scheduled to ship in June 2018.  
CORK UPI 85375..... PI  
COWHIDE UPI 85716..... PI



## SWORD ART ONLINE II: STANDARD SIZE DECK PROTECTOR SLEEVES - YUUKI & ASUNA (100)

Scheduled to ship in August 2018.  
UPI 85918..... PI

## UPPER DECK



## LEGENDARY DBG: WORLD WAR HULK EXPANSION

Legendary World War Hulk brings 400 new cards to the game and brings to life the famous Marvel storylines World War Hulk and Planet Hulk! Players will get some of their favorite Marvel characters never before seen in Marvel Legendary as well as new villains and masterminds! Check out new and returning mechanics that showcase the brilliance of Bruce Banner and the SMASH of the Hulk!  
UDC 90023..... PI



## VS SYSTEM 2PCG: MCU BATTLES

MCU Battles is the fourth issue released this year for Volume 1 of the new monthly VS System 2PCG release schedule and begins a 3-part story arc focused around the Marvel Cinematic Universe. This is the first VS System 2PCG release to include live action images, straight from the movies, so we made this a Giant-Size Issue to get your new decks started off right! 200 cards including locations as well as counters and a full rulebook all star in this premiere of VS System 2PCG: MCU!  
UDC 90001..... PI



## VS SYSTEM 2PCG: MCU HEROES

MCU Heroes adds an infusion of good guys to the MCU-themed VS System 2PCG. Play with fan-favorite main characters like Black Panther, Scarlet Witch and Ant-Man and reenact your favorite big-screen battles! 5 new main characters and a host of popular supporting characters fill this latest installment of VS System 2PCG.  
UDC 90003..... PI



## VS SYSTEM 2PCG: MCU VILLAINS

MCU Villains is the third and final installment of the Marvel Cinematic Universe-themed story arc for VS System 2PCG. This issue is full of bad intentions as the pendulum of power swings back towards the bad guys. Bring to bear the devastating power of Thanos or Dormammu and bring the heroes to their inevitable demise. 55 all new playable cards to add to your deck!  
UDC 90005..... PI

## WARLORD GAMES



## BLOOD RED SKIES: DECALS

Scheduled to ship in June 2018.  
WLG 773410002..... PI

## KONFLIKT 47

Scheduled to ship in June 2018.



## BRITISH GALAHAD ARMoured INFANTRY OFFICERS

WLG 453010602..... PI

## BRITISH WAR DOG SQUAD

WLG 453010603..... PI

## GERMAN HEAVY ARMOUR PLATOON OFFICERS

WLG 453010205..... PI



## GERMAN PANTHER-X

WLG 452410209..... PI



## GERMAN SD.KFZ 234/X PUMA

WLG 452410207..... PI



## GERMAN SPECIALIST MEDIC TEAM

WLG 453010208..... PI





### JAPANESE BATTLE-FRAME INFANTRY OFFICERS

WLG 453011203 ..... PI



### SOVIET MASTADON HEAVY WALKER

WLG 452410804 ..... PI

### SOVIET COMMISSAR GREGOR DRUGOV WITH URSUS GUARDS

WLG 452410805 ..... PI

### US ARMoured OFFICERS

WLG 453010403 ..... PI

## WILD EAST GAME COMPANY

### THE PIE RATS OF THE CAROB BEAN: THE CURSE OF THE FARMER'S WIFE

In *Pie Rats of the Carob Bean Farm* each player plays the role of a Rat Captain who tries to build a crew of rats that, with a combined strength, is strong enough to loot the pies from the farmers wife. Build up your charisma and lure unloyal crew members to your crew to build up your total strength. Be careful or you may end up losing some of your own crew. Be the Rat Captain with the most pie points at the end of the game and declare yourself the winner!

WEG 0008 .....\$14.95



## WIZARDS OF THE COAST



## FEATURED ITEM



### DUNGEONS & DRAGONS RPG: WATERDEEP - DRAGON HEIST

Welcome to Waterdeep! Famed explorer Volohtamp Geddarm needs you to complete a simple quest. Thus begins a mad romp through the wards of Waterdeep as you uncover a villainous plot involving some of the city's most influential figures. A grand urban caper awaits you. Pit your skill and bravado against villains the likes of which you've never faced before, and let the dragon hunt begin!

WOC C46580000 ..... \$49.95



## FEATURED ITEM

### TRANSFORMERS CCG

**NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

#### BOOSTER DISPLAY (30)

WOC C5727000 ..... \$119.70

#### STARTER

WOC C5736000 ..... \$14.99



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Rules in English / Japanese



GAMES

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## FEATURED ITEM

# GUILDS OF RAVNICA

### MAGIC THE GATHERING CCG: GUILDS OF RAVNICA

259 card set. On Ravnica, whoever you are — soldier or scientist, merchant or spy — your guild is the core of your identity. It provides structure and greater purpose. Now, the time has come to defend it. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

#### BOOSTER DISPLAY (36)

WOC C45850000..... \$143.64

#### BUNDLE

WOC C45870000..... \$39.99

#### PLANESWAKER DECK DISPLAY (6)

WOC C45880000..... \$89.94

### MAGIC THE GATHERING CCG:

#### GUILDS OF RAVNICA GUILD KIT DISPLAY (5)

*Guilds of Ravnica Guild Kits* include everything a player needs to represent their guild, from defending nature with the Selesnya Conclave to spreading the vengeance of the underworld with the Golgari Swarm.

WOC C49930000..... \$99.95

## WIZKIDS/NECA



### BETRAYAL AT HOUSE ON THE HILL: UPGRADE KIT

This fantastic *Upgrade Kit* includes six pre-assembled and double-sided character cards with dials sandwiched between the two sides to accurately track your characters' Speed, Might, Sanity, and Knowledge with ease! Featuring all new character art and sturdy construction, these new character cards are sure to bring new life to your next session of *Betrayer at House on the Hill*. That's not all! Accompanying these beautiful character cards are eight premium dice featuring the custom pips and all an new eerie, pearlescent green and piercing, bright yellow color scheme of the well-known *Betrayer at House on the Hill* Base Game box! Scheduled to ship in September 2018.

WZK 73048..... \$14.99



### KINGS' STRUGGLE

Welcome to *Kings' Struggle*, a negotiation-focused card game with elements of trick-taking and set collection. The game is mechanically simple, with each player playing just one card per round, and each game lasting only seven rounds. Over the course of these seven rounds, players vie to win cards, and earn gold through various means, which will score the victory points required to win. While this sounds simple, what makes *Kings' Struggle* special are the unique card abilities that have been crafted to drive negotiation. The ability of a card you've played can be activated on your turn, or not. It's up to you. Just remember, your action, or inaction, is for sale! Scheduled to ship in November 2018.

WZK 73657..... \$19.99



## FEATURED ITEM



### MARVEL HEROCLIX: EARTH X BOOSTER BRICK

*Earth X* wasn't just a comic — it was a dystopian vision of the Marvel Universe where everyone had superpowers. It showed readers how their favorite heroes would cope with everyone having powers. This exciting interpretation of Inhumans, Asgardians, the Avengers, and other super-powered fan-favorites finally makes its way to the *HeroClix* tabletop with the classic *Earth X* aesthetic! Much like when readers saw the *Earth X* comics for the first time — we're sure there are going to be some BIG surprises as they open these boosters! Scheduled to ship in February 2018.

WZK 73174..... \$129.90

### MARVEL HEROCLIX: EARTH X DICE AND TOKEN PACK

The *Marvel HeroClix: Earth X Dice and Token Pack* contains two custom dice featuring a special icon to celebrate the release of the *Marvel HeroClix: Earth X Booster Brick*! The six action tokens and dice icon are themed around *Earth X*! The *Marvel HeroClix: Earth X Dice and Token Pack* is a great way to enhance your *HeroClix* experience! Scheduled to ship in February 2018.

WZK 73179..... \$9.99

### MARVEL HEROCLIX: EARTH X STARTER SET

The *Earth X Starter Set* includes three terrifying villains and three iconic heroes from the world of *Earth X*. Whether you want to manipulate your opponents with the likes of Spiders-Man or teach your allies the ways of Great Responsibility, this *Starter Set* has something for you. Along with these six awesome figures, this *Starter Set* includes everything a player needs to learn and start playing *HeroClix* today! From the figures to a *HeroClix* Rulebook, a double-sided Map, a Powers and Abilities Card (PAC), Object tokens, terrain tokens, dice, and character cards. Get this otherworldly *Starter Set* today to start your *HeroClix* adventure or bolster your expanding collection! Scheduled to ship in February 2018.

WZK 73176..... \$24.99

### MARVEL: STRIKE TEAM AVENGERS INITIATIVE EXPANSION

*Avengers Initiative* is the first expansion for *Marvel Strike Teams*, the tabletop strategy game that allows you to send a strike team of heroes to invade the base of a villainous mastermind in order to complete challenging scenarios. Designed by Andrew Parks, this expansion features some of Marvel's most powerful villains, including Loki, the Asgardian God of Mischief, and Ultron, the would-be world conqueror. Standing against them are some of Earth's Mightiest Heroes. Track your stats from game to game across your campaign using the *HeroClix* Combat Dial. Scheduled to ship in October 2018.

WZK 73461..... \$29.99



### MARVEL: STRIKE TEAM STRATEGY GAME

One player is the villainous Mastermind and the rest are the heroes trying to save the world. The *Hero* Players each control a single hero for the mission and must work together by combining their vast array of powers and abilities to complete various objectives, such as infiltrating an enemy warehouse or saving hostages. Each hero is unique with individual play styles, giving players multiple options to play the way that best suits them, or try something all-new for a different experience! Scheduled to ship in October 2018.

WZK 73451..... \$59.99





## FEATURED ITEM

# STAR TREK HEROCLIX AWAY TEAM THE NEXT GENERATION

### STAR TREK HEROCLIX AWAY TEAM: THE NEXT GENERATION BOOSTER BRICK

*Star Trek HeroClix Away Team: The Next Generation Booster Brick* includes some of the most iconic characters and creatures from *Star Trek: The Next Generation*. The crew of the U.S.S. Enterprise-D including Captain Jean-Luc Picard, Riker, Data, Geordi, Worf, Deanna Troi, and more are joined by classic adversaries Romulans, Klingons, Borg, and the omnipotent Q in this brand-new *HeroClix* 5-figure booster release! Scheduled to ship in November 2018.

WZK 72916 ..... \$129.90

### STAR TREK HEROCLIX AWAY TEAM: THE NEXT GENERATION DICE AND TOKEN PACK

*Star Trek HeroClix Away Team: The Next Generation Dice and Token Pack* contains two custom dice featuring the Starfleet icon and six custom action tokens featuring images of the crew of the U.S.S. Enterprise-D. The *Star Trek HeroClix Away Team: The Original Series Dice & Token Pack* is a great way for players to enhance their *HeroClix* experience! Scheduled to ship in November 2018.

WZK 72963 ..... \$9.99

### STAR TREK HEROCLIX AWAY TEAM: THE NEXT GENERATION STARTER SET

*Star Trek HeroClix Away Team: The Next Generation Starter Set* includes six of the most iconic crew members of the U.S.S. Enterprise-D with all-new dials! This Starter Set features Captain Jean-Luc Picard, Commander William T. Riker, Lt. Commander Data, Lt. Worf, Dr. Beverly Crusher, and Lt. Commander Geordi La Forge coming together to explore strange new worlds, to seek out new life and new civilizations, to boldly go where no man has gone before! Includes everything a player needs to play *HeroClix*: figures, one double-sided map, Rulebook, Powers and Abilities Card (PAC), Object and Terrain tokens, Dice, and Character cards. Scheduled to ship in November 2018.

WZK 72918 ..... \$24.99



### PATHFINDER BATTLES: KINGMAKER BOOSTER BRICK (8)

*Kingmaker* follows the lead of popular *Pathfinder Battles* sets like *Jungle of Despair* to provide a legion of high-utility monsters and heroes suitable for any fantasy role-playing campaign. From the disciplined Oni Mage to the deadly Soul Gorgor and a special visit from Jaethal an Elf Inquisitor with a dark reputation. Make sure to keep an eye out for the rare "dungeon dressing" inserts that add realism and fun to your fantasy gaming, *Kingmaker* is packed with the adversaries your game is looking for. Scheduled to ship in October 2018.

WZK 73136 ..... \$127.92

### PATHFINDER BATTLES: KINGMAKER HUGE EARTH ELEMENTAL

This fantastic *Kingmaker Case Incentive* set contains two beautiful display pieces that stands several inches tall and dwarf the other miniatures in the *Pathfinder Battles: Kingmaker* set. Included in each box are two "Huge" elementals from the *Pathfinder* world: A Huge Earth Elemental and a Huge Water Elemental! This set is incredible for players who need Huge adversaries in their adventures! **NOTE:** Customers who pre-order a case of *Pathfinder Battles: Kingmaker Standard Booster Bricks* (SKU# 73136) will have the opportunity to purchase the *Kingmaker* promotional figures. This offer will be limited to one *Kingmaker Case Incentive* set per case purchased, while supplies last. Scheduled to ship in October 2018.

WZK 73137 ..... \$49.99



WZK 73117 ..... \$34.99

## WYRD MINIATURES



### THROUGH THE BREACH RPG: ABOVE THE LAW

WYR 30108 ..... \$40.00



### THROUGH THE BREACH RPG: PENNY DREADFUL - NORTHERN SEDITION

WYR 30208 ..... \$28.00

## YY CARD WORLD



### CARDFIGHT VANGUARD TCG: CHAMPIONS OF THE ASIA CIRCUIT BOOSTER DISPLAY (12)

This is an extra booster that features units from three distinctive clans used by Asia's Top 3, Leon Soryu, Gouki Daimonji, and Kenji Mitsusada! Power up the same-day-release *Trial Deck Vol.03* Leon Soryu Construct Dimension Police and Granblue decks with just this booster. Each booster box will include one piece of Force, Accel, and Protect Gift Markers too! Gift Markers with hot-stamp signatures of the cast will also be included as Secret Rares! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW VGE-VEB02 ..... PI



### CARDFIGHT VANGUARD TCG: LEON SORYU TRIAL DECK DISPLAY (6)

Featuring a Trial Deck for *Aqua Force*, the clan used by Leon Soryu, the champion of the Asia Circuit! The Clan Type is Accel! Experience the waves of consecutive attacks with the three Gift Markers included. Includes four copies of cards needed for Accel like Marine General of the Restless Tides, Algo, and not forgetting the Front Triggers! A Marine General of the Restless Tides, Algos with special treatment is randomly included too. Strengthen this deck with the same-day-release V-EB02 *Champions of the Asia Circuit*! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW VGE-VTD03 ..... PI



YCW BFE-SBT01 ..... PI

### FUTURE CARD BUDDYFIGHT TCG: ACE BOOSTER PACK VOL. 1 GARGANTUA AWAKENED DISPLAY (30)

Gargantua is a name that has been heard since the start of *Buddyfight*. But none knew the history behind.. UNTIL NOW. The Deity of Combat has risen and joined the battles of *Buddyfight*! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.





YCW BFE-SSD01 .....PI

### FUTURE CARD BUDDYFIGHT TCG: ACE START DECK VOL. 1 DRADEITY DISPLAY (6)

This 52-card, pre-constructed Trial Deck comes with everything new players need to enjoy the game with their buddies including a Life Counter, rulebook, and playmat. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.



### FUTURE CARD BUDDYFIGHT TCG: ACE START DECK VOL. 2 TRIANGULUM GALAXY DISPLAY (6)

This 52-card, pre-constructed Trial Deck comes with everything new players need to enjoy the game with their buddies including a Life Counter, rulebook, and playmat. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW BFE-SSD02 .....PI



### FUTURE CARD BUDDYFIGHT TCG: ACE START DECK VOL. 3 SPIRAL LINKDRAGON DISPLAY (6)

This 52-card, pre-constructed Trial Deck comes with everything new players need to enjoy the game with their buddies including a Life Counter, rulebook, and playmat. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

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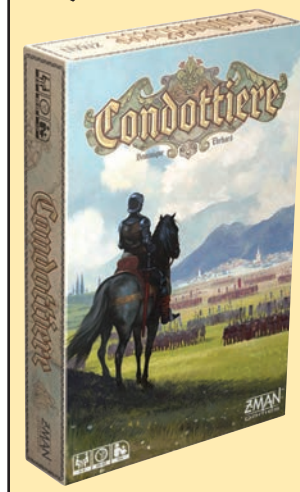
### THE CASTER CHRONICLES: BOOSTER PACK VOL. 4 DISPLAY (20)

Morning Star Academy club activities are starting. DCT card's from the 3rd set make a return. A new Lv2 Caster is making an appearance! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW TCCBP04 .....PI

## Z-MAN GAMES

## FEATURED ITEM



### CONDOTTIERE

During the Renaissance Era, Italy was divided into numerous independent city-states. While bursting with trade and wealth, the city-states' growing concern over jealous neighbors invited the rise of the Condottieri, ambitious leaders of powerful mercenary armies. In *Condottiere*, 2-6 players vie to establish their influence and control over the cities and regions of Italy. Fight with skill and daring and use every tool at your disposal to reshape the political and military landscape of Italy for generations to come. Scheduled to ship in September 2018.

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## FEATURED ITEM

### LOVE LETTER (CLAMSHELL)

Will your love letter be enough to woo the Princess and capture her heart? Carefully use a cast of characters in the castle to carry your message of love to the Princess, while keeping other players letters away. Successfully carry your letter to her before your opponents catch you in order to obtain her affection and win her heart in this game of risk, deduction, and luck. Scheduled to ship in September 2018.

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## FEATURED ITEM



### LOVE LETTER PREMIUM EDITION

Will you win the heart of the Princess? *Love Letter Premium Edition* enhances the gameplay of the original card game of risk, deduction, and luck with a cast of new characters. Carefully use the new roles to get your letter to the Princess and block your opponents. Successfully carry your letter to her to obtain her affection and ultimately, her heart. Scheduled to ship in September 2018.

ZMG ZLL03 ..... \$29.99

## FEATURED ITEM

### LOVE LETTER (SMALL BOX EDITION)

Will your love letter be enough to woo the Princess and capture her heart? Carefully use a cast of characters in the castle to carry your message of love to the Princess, while keeping other players letters away. Successfully carry your letter to her before your opponents catch you in order to obtain her affection and win her heart in this game of risk, deduction, and luck. Scheduled to ship in September 2018.

ZMG ZLL02 ..... \$9.99





# Condottiere™



## Conquer Renaissance Italy

In this modern classic, engage in battle to establish influence over the many prosperous regions of Italy. Strategically command the Condottieri, sending strong mercenaries to win the battle or save them to strike when your opponent is most vulnerable. How much will you risk to take control of Italy?



ZM008 | \$29.99 | Condottiere

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# Cheapass Games Presents CAPTAIN'S ORDERS

A New Pairs Game  
for 4 to 8 Players



**Story:** You are mutinous pirates trying to gather a crew and overthrow the Captain. But the Captain and his allies hide among you, and they aim to foil your plans!

**Captain's Orders** is a game of bluffing and deduction. It was designed for the Pirate Deck, but of course you can play with any **Pairs** deck. Be patient with this one! It can take a few rounds to figure out what you're doing.

**Players:** 4 to 8

**You Need:** A Pairs deck and a way to keep score.

**Definitions:** The **Captain** is a secret player, the person holding the **lowest ranked card**. The identity of Captain can change whenever cards are played and passed.

Sometimes there will be a tie for lowest card, so there may be more than one Captain.

All non-Captain players are **Mutineers**.

Mutineers can win the round either by discovering the Captain, or by accumulating the most points in their hands. (Cards are worth their face value in points.)

The Captain can win only by **running out of cards**.

**Each Round:** To begin the round, shuffle the deck and deal a hand of six cards to each player. Play begins on the dealer's left and proceeds clockwise. Pass the deal to the left after each round.

**On Your Turn:** Your options are different depending on whether there is an **Order** on the table.

**NO ORDER:** If there is no Order on the table, you must do one of the following: **play an Order**, **pass a card**, **ask for a card**, or **discover the Captain**.

**Play an Order:** Play a card face up in the middle of the table. This card becomes an Order and you are its **owner**.

**Pass a Card:** Pass a card from your hand to another player, face down. That player must then discard one card face down.

**Ask for a Card:** Ask another player to pass you a card from their hand, face down. Then you must discard one card face down.

**Discover the Captain:** If you think you know who the Captain is, you can accuse that player. This ends the round, and all players must immediately reveal their hands to find the true identity of the Captain(s).

If you are a Mutineer, and you correctly identify the Captain, you win the round. Otherwise, you can't win, and the other Mutineer with the most points wins the round.

**STANDING ORDER:** When an Order is on the table, your options are different. You must either **follow** or **belay** the Order, or **discover the Captain** as described above.

**Exception:** You do **not** respond to your own Order. If an Order has traveled all the way around the table, its owner simply discards it, and the turn passes to the left.

**Follow the Order:** Pass a card face down to the owner of the Order. The rank of the card you pass must be **equal to or higher than** the rank of the Order. (Note: there is no discard after this type of card pass.)

**Belay the Order:** Play a new Order of a **lower rank** than the current Order. The old Order is discarded, and the new one belongs to you.

**Ending the Round:** The round ends when any player runs out of cards, or tries to discover the Captain.

**Running out of Cards:** Whenever you empty your hand, either by passing a card or by playing an Order, you may reveal that card and declare that you are the Captain. This ends the round, and if you're right, you win. If you were passing that card away, and you are not the Captain, then the card passes into that player's hand for scoring.

**Ties for Captain:** If more than one player holds the lowest card, then either of them can win by running out of cards, and Mutineers can win by accusing either of them.

However, one Captain **can't** win by identifying another one.

**Ties for Points:** If two or more Mutineers win with the same score, they each score a win for the round.

**Winning:** The first player to win three rounds wins the game.

## Do you love PAIRS?

So do we! Come back for a new PAIRS game every month in 2018. More than 30 games and variations are already available in the *Pairs Companion Book*, from Cheapass Games. Look for the free PDF at [playpairs.com](http://playpairs.com).



# Step Up Your Game

*On The Island of Doctor Lucky!*



You and a cadre of despicable killers have assembled to hunt Doctor Lucky on his own tropical island. But beware! While you race to kill Doctor Lucky, his island will be trying to kill you!



[cheapass.com](http://cheapass.com)



The hunters become the hunted in August 2018, when this stand-alone board game joins the Kill Doctor Lucky family

**Players: 2-8 • Ages: 12+ • Time: 40 Min • Price: \$40**



# CORVUS BELLII INFINITY



## OPERATION: COLDFRONT BATTLE PACK

CVB 280020-0730 ..... \$99.99

Available August 2018!

## INFINITY'S OPERATION: COLDFRONT BATTLE PACK

AN ARTICLE BY GUTIER LUSQUINOS



On the frozen steppes of Dawn, ALEPH has deployed one of her forward bases to fight against the Combined Army invaders. However, the Ariadnans suspect that it is just the first stage of a plot of the AI to increase her influence over their planet, and they will not allow that!

CB heats up this summer with the release of its third Battle Pack!

Infinity's Operation: Coldfront is a totally new product in the Infinity catalogue available this August. A box containing 14 miniatures belonging to two different armies, an introductory rulebook, scenery, dice... Operation: Coldfront has everything you need to start collecting Infinity or complete your collection!

In addition, Operation: Coldfront introduces the 3rd Edition of Infinity with a full-color 92-page rulebook (English/Spanish) containing five tutorial missions that make the Infinity core mechanics easy to understand.

In this book you will also find the background and troop profiles of each troop in the Battle Pack, three of which are totally new! There is also a brief guide to the Infinity universe and advice on how to delve deeper into it.

Operation: Coldfront contains two totally new and re-sculpted Starter Packs of two different factions: ALEPH and Ariadna. It also includes two exclusive miniatures, one per faction, only available in this Battle Pack, for a total amount of 14 highly detailed metal miniatures!

The ALEPH Starter Pack contains the following figures: 3 Dakini Tacbots, 1 Deva Functionary, 1 Shukra Consultant (New troop profile!) and 1 Yadu Trooper Hacker (New troop profile!). Plus: 1 Naga with MULTI Sniper Rifle, an Operation: Coldfront Exclusive Figure!

The Ariadna Starter Pack contains the following figures: 3 Line Kazaks, 1 TankHunter, 1 Veteran Kazak and 1 Ariadna Scout. Plus: 1 Armata-2 Proyeckt "Ratnik" (New troop profile!), an Operation: Coldfront Exclusive Figure!

To complete the game experience, the Battle Pack includes ready-to-play cardboard scenery (four buildings and six containers), a Game Mat, six twenty-sided dice (three with an Ariadnan design and three with an ALEPH design), as well as cardboard markers, templates and a ruler — everything you need to start playing!

Operation: Coldfront, an Infinity milestone!

Keep connected to [www.infinitythegame.com](http://www.infinitythegame.com) to know more!



# operation COLD FRONT

A NEW BATTLE PACK COMES TO THE INFINITY UNIVERSE



## ARIADNA vs ALEPH



**BUY IT  
NOW!**

CORVUS BELLI  
**INFINITY**

[WWW.INFINITYTHEGAME.COM](http://WWW.INFINITYTHEGAME.COM)



# Gizmos

INVENTING NEW  
WAYS TO WIN

## GIZMOS

COL GIZ001 ..... \$34.99 | Available August 2018!

The annual science fair has rolled around again, and this year, you're attending with the intention of taking home the top prize. In preparation, you've been studying hard and have a feeling that it might finally pay off. Oh sure, the competition will be fierce as you compete over energy, designs, and the value of your Gizmos, but with creative moves and some inspired decisions, you might just prove once and for all that you're the best inventor around.

In *Gizmos*, players take on the role of inventors trying to come up with the best (and most valuable) designs. The Gizmos that the inventors build come in three different levels, becoming more powerful, but harder to construct. They need to collect the right Energy Spheres from the Dispenser if they hope to make an engine that will win them the recognition they so clearly deserve. With careful planning, their contraptions will synergize together to make each of their actions more powerful and dynamic.

To build the Gizmos, players are going to need energy. It's available in the form of different colored Energy Spheres housed in the Energy Dispenser. The Dispenser has a row of six available Energy Spheres at any one time. As they're taken, new ones roll down and fill in the space. Some actions even allow players to reach into the top and blindly take a random Sphere, which may or may not help their cause.

Each inventor starts with a humble workbench, but soon it will become a thriving center where new ideas are born. They keep track of their progress beneath their dashboard, which works as an organizer and reminder of the different options they have. Each turn, players take one of four different actions that will advance their scientific agenda.

They can File one of the face up Gizmos from the display in the center, saving it for themselves to build at a later time. At the start of the game, players have one slot available to File Gizmos, but Upgrades can raise that number.

Players can Pick one of the Spheres from the Energy Dispenser's Energy Row, adding it to their Energy Ring for later use. At the start of the game, the inventors are only able to hold five Energy Spheres in their Ring, but through scientific advancements, that number might go up. Once they have collected some Energy, they are going to



want to start building some Gizmos. The Build action allows players to spend Energy Spheres, returning them to the Dispenser, and create a Gizmo, either from the face up display, or one that they Filed earlier. Each Gizmo has a type. It's either an Upgrade, which improves that inventor's abilities, a Convertor, which changes the make up of the Energy Spheres, or it's associated with one of the four different actions. Whatever type of Gizmo is built, there is a place for it under the dashboard. As new ones are built, they are placed in the appropriate slot, improving that action or ability for future turns.

Finally, players can do a little Research. At the start of the game, the Research action allows them to take the top three Gizmos from one of the decks and either File or Build one of the drawn cards immediately. As they flex their inventing muscles, they'll be able to see more cards every time they Research.

The Gizmos each have a cost in Energy Spheres, a type and effect, and a point value. Once an inventor has built a 16<sup>th</sup> Gizmo, or a fourth level three Gizmo, the game end is triggered and the current round is completed.

Throughout the game, some Gizmos will earn players victory point tokens for taking certain actions. Some Gizmos will also be worth a variable amount of points depending on different factors, like how many Energy Spheres they've collected in the game. Players add the value of all of their Gizmos and point tokens and a final winner is declared. They will be able to strut around the science lab secure in the knowledge that their mind dwarfs those of their fellow inventors.

*Gizmos* allows two to four inventors to prove their mental acuity in about 40 minutes. Look for *Gizmos* in your FLGS on Friday, August 31, 2018!

...

Sean Jacquemain is a Content Producer for CMON and Managing Editor and photographer of The Daily Worker Placement blog. He lives in Toronto, where he worked as a Game Guru and Manager at Snakes and Lattes Game Cafe.





# ♦ ROLL FOR INITIATIVE ♦

## *A New Guide is Here!*

Tabletop gaming of all kinds is bigger than ever, and Gemstone Publishing's latest "how to" book is here to provide an in-depth look at this booming hobby. *The Overstreet Guide to Collecting Tabletop Games* takes a look at tabletop games of all kinds, from pen-and-paper role-playing experiences to collectible card games, from modules to miniatures, and everything in between. This guide includes the history of tabletop adventures and other board games as well as a look at what makes them so collectible, plus interviews with veteran industry pros and seasoned collectors alike. From the publishers of *The Overstreet Comic Book Price Guide*.

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- The history of gaming companies
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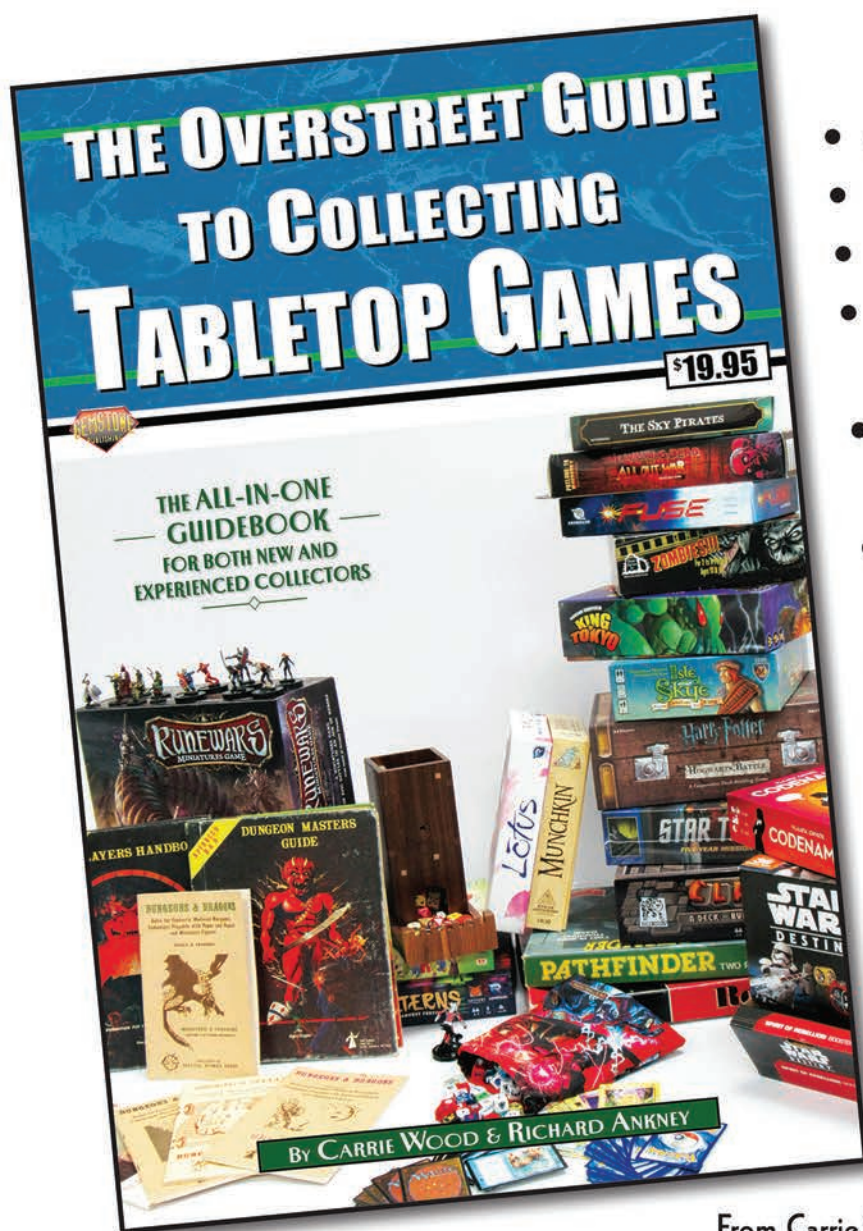
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From Carrie Wood (author of *The Overstreet Guide to Collecting Video Games*) and *Game Trade Media*'s Richard Ankney.

**WWW.GEMSTONEPUB.COM**





# DOPPELGÄNGER

A DUNGEON CRAWL WITH A HIDDEN TRAITOR

WIZKIDS

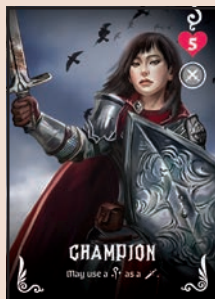
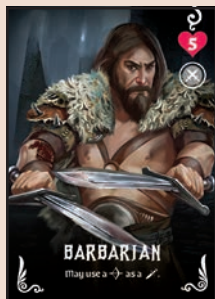
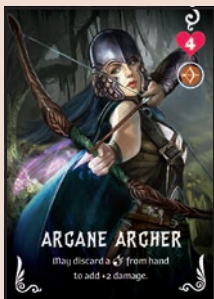
## DOPPELGÄNGER

WZK 73427 ..... \$24.99 | Available August 2018!

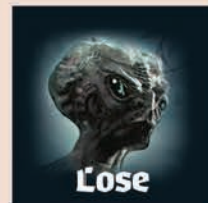
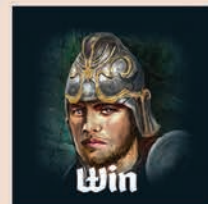
When I first spoke to Steve Avery about designing a game together, I had very specific requirements in mind. A fast dungeon crawl where players could cooperate to defeat common enemies without all the time-killing tactical movement, but most importantly, with a hidden traitor mechanism. The game is a dungeon crawl on speed, as it gets down to the nitty-gritty, of 1. "What's the quest?" 2. "Who's going?" 3. FIGHT! and 4. Collect loot or take a penalty. While loyal players strive to make the right decisions, and succeed through teamwork, Doppelgänger players have opportunity to throw a wrench into any, or all, of each of the game's phases. Every negative action a Doppelgänger takes is small on its own, and hard to identify for a loyal player, but the cumulative effect of all the shenanigans can really take a toll.

I understand that "hidden traitor" games have proliferated in the tabletop gaming space, and while some see this as a negative, I do not. A hidden traitor mechanism is just that: a mechanism. One of hundreds of mechanisms that have become part of the modern board game design lexicon. And one that I am completely in love with, because of how well it creates social interaction, tension, and fun.

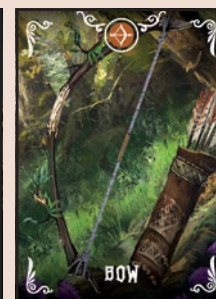
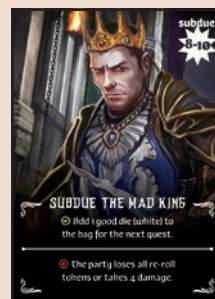
When it came to the theme, it was a no-brainer, and it popped into my head as soon as I decided on the major mechanisms. It had to be a Doppelgänger!



The dreaded Doppelgänger was introduced to tabletop games back in 1975, when it appeared in the first supplement released for Dungeons & Dragons: Greyhawk. This may have been the first appearance of a hidden traitor in tabletop games, as Mafia would not be developed for another decade. I have fond memories of a D&D campaign I played back in high school, when a Doppelgänger created havoc among our party. My friends and I had no idea why so much bad stuff was happening to our party, but when we eventually figured it out it was an epiphany, and one of the best gaming moments I've ever experienced. The goal from the start of this project was to try and reproduce that moment in a fast card game. We wanted to give players a chance to create an adventuring party and get to questing immediately after opening the box. As each epic quest unfolds, you'll notice mysterious happenings, and what may seem to be unbelievably bad luck. The only question is will you find out who's causing the chaos before colossal failure? And if you do, who was it?



A couple years ago, we had interest from a large publisher who loved the game, except they wanted players to have the freedom to say anything they wanted without constraint. We jumped in headfirst and figured out a system where players could speak openly instead of silently voting. This contributed to making the game feel more like a roleplaying adventure, which is a big part of what makes this hidden traitor game unique. In fact, we received great feedback, and got ideas from many publishers that we did not end up signing with. Steve and I would like to personally thank all of them. Essentially, all the time the game spent under review, and all the great feedback we received, turned out to be a high-end development crucible for us. And by the time we presented it to Wizkids, it was firing on all cylinders. It never ceases to amaze me how helpful this community of tabletop game publishers, designers, and players is. Not many industries exist like this, and the development of this game was a grand example for me.

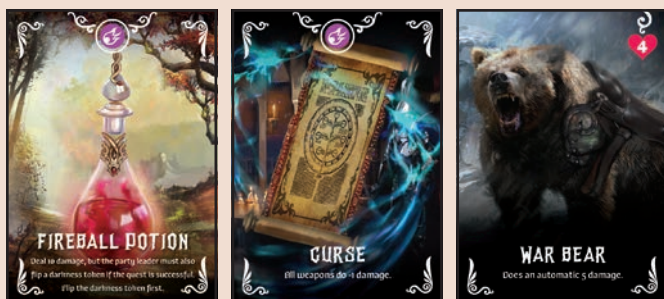


At its core, the game is simple. Each round, players form an adventuring party to complete a quest. Not just a round of voting, but an actual quest that must be completed successfully by the



team. It could be a quest to defeat a menacing creature, arrest a criminal, get some information, slay a dragon, or any number of other unique adventures. If the task is difficult, you'll need to bring more players in order to succeed, but you must strive to be efficient, since the more players you bring on a quest, the higher the chance there will be a Doppelgänger among you. You must account for this in your calculation, while keeping needed items and the damage to player characters in mind.

Each player starts with a character who has a certain number of hit points, a unique special ability, and one of three weapon proficiencies; Swords, Staves or Bows. In addition, each player starts with a hand of item cards. These cards include regular weapons, magic weapons, spells, poisons, elixirs, and daggers. Some are helpful, others harmful. Additionally, everyone gets a loyalty card that is kept secret, and identifies each player as a loyal adventurer or a Doppelgänger.



Once a quest is revealed, each player passes one item card in hand to the player on their left. This is an opportunity to earn trust by passing needed items along (or not). The party leader (which rotates each round) picks players to join on the quest. Everyone may speak freely about what items they can contribute to the quest, and make a case for joining the party or staying behind at the inn, where the benefit of rest, healing, and other goodies can be had. Again, you can't believe what everyone says during this phase.

There is an interesting way in which items are contributed to the quest. The items are handed out by the party leader, then each questing player secretly draws two dice from a bag on their turn, returns one secretly to the bag, and keeps one to roll for their attack. The bag contains two black dice (cursed weapons), and one white die (good weapon). When a player attacks, they roll their die and compare it to a weapon card that shows the result of an attack with a regular weapon, as well as the result with a cursed weapon. As you can imagine, a regular weapon is a great deal more effective, but a great roll with a cursed weapon can also do a bit of damage. Each player takes their turn until the quest is completed or failed. If completed, the party gets treasure, and turns over one of six Light tokens looking for an Artifact of Light. Find all three and the loyal adventurers win the game. If the quest is failed, one of six Darkness tokens must be flipped. If three Artifacts of Darkness are found, the Doppelgängers win.

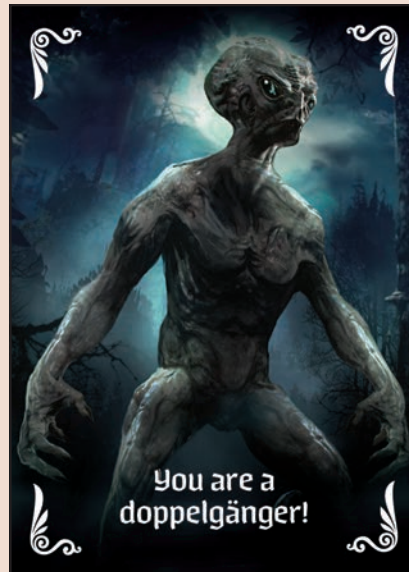
A failed quest usually also comes with a bit of damage to the party, and in *Doppelgänger*, damage works a bit differently than it does in other games. We call the damage mechanism "ping-ponging," and damage points are represented by cubes known as "markers." For example, if the party must take four damage markers due to a failed quest, the party leader gives one damage marker to any player; however, the chosen player is then in control of the next damage marker. This player now gets to decide who gets the next damage marker, and this process continues until all the damage markers are given out. This gets all players involved with applying damage based on who they may

think the Doppelgängers are (or aren't). Damage must be managed well, until such time that the party believes they know who a Doppelgänger is, at which point it could turn deadly for the accused.

The game ends immediately if any player dies. Yep, you heard that right. If someone dies, game over. When this happens, the dead player reveals their loyalty card. If it's a Doppelgänger card, the loyal adventurers win, and if it's a loyal adventurer card, the Doppelgängers win. This possibility of sudden death provides a great deal of tension, informs important decisions around damage, healing, and party creation, and has the added benefit of allowing us to completely remove player elimination, a mechanic I despise, as it's never fun for the eliminated.

While *Doppelgänger* has changed dramatically from iteration to iteration, there was a nagging issue that remained in the game's first three years of development... Something that almost every playtest revealed. The issue was this: when the party suspected a player of being a Doppelgänger, but was not confident enough to kill them, that player could sit idle, just never being selected for a quest until they became party leader. This was a problem, as it's not fun to sit and be overlooked round after round after round. Credit must be given here to Peter C. Hayward, who provided what ended up being the final fix for this design issue: the exhaustion cubes. When any player goes on a quest, they must take an exhaustion cube to indicate they are exhausted. Any player who goes on an additional quest before resting at the inn to remove the cube will take an automatic damage at the end of the quest. This small change completely fixed the problem as it forces all players to alternate turns questing and recovering in the inn. When in the inn, your exhaustion is removed, and you may also heal a wound, draw an additional item card, or acquire a re-roll token, which prepares you and makes you more valuable for future quests.

Unlike many hidden traitor games that rely on voting, *Doppelgänger* is a true co-op where players don't just vote, but must complete some task through communication, teamwork, skill and a little luck, just as they would in a roleplaying session. This helps the game experience feel like a dungeon crawl. For the traitors, you cannot outright fail a quest, but you have a ton of options at your disposal that you can use to earn trust, or negatively impact the



chances the loyal adventurers have to succeed within the game. This makes it more interesting if you draw a traitor card, as you can make a lot of mischief while not revealing too much.

We feel the final result of our efforts is a tense, highly social game that is more of a dungeon crawl with a traitor element than a hidden traitor game with a fantasy theme. We hope you'll love it as much as Steve and I loved making it!

And remember, keep your head low and trust no one, especially Avery!

...



# Folklore THE AFFLICTION



## FOLKLORE: THE AFFLICTION

GNE FL31..... \$69.95 | Available September 2018!

### What is Folklore: The Affliction?

*Folklore* is a classical horror immersive RPG-style board game that doesn't require a Game Master. It brings to the table a game that players can pick up at a moment's notice and get right into the action, without preparation and without one person having to run the game, but also dripping with atmosphere and theater of the mind. Mechanically, *Folklore* is a cooperative campaign-style adventure game that immerses players in a land resembling 17th century Europe. This is a place where all forms of superstition and evil are real and terrifyingly dangerous, where a group of characters seeks to push back the darkness as they advance their skills and gear over a series of adventures.

### How does it play?

Dark and gritty stories begin each adventure as the characters find themselves encountering dark creatures, recovering artifacts, and ultimately pitting themselves against Afflictions, which are the deadliest foes threatening the land. The players use choice-driven storytelling to guide the adventure from place to place on a world map, while encountering all sorts of challenges and situations. The "choose your own adventure" aspect drives the story, so that the experience is molded by the players. When the characters reach a location of interest, such as a castle, burial ground, or other inhospitable locale, the game leaves the world



map and zooms-in to become a sort of dungeon crawl, where miniatures exploration and tactical combat take over the action.

When a player makes a choice, they gain a colored story token, signifying their choice/action. This token stays with that player until later in the game where the adventure looks for the presence of various story tokens and will fork to take things in a unique direction depending on the actions that occurred earlier in the game.

Character advancement is a central component of the game, and each character has its own unique flair, abilities and tone. As characters explore, uncover, unravel, and defeat challenges and enemies, they gain Lore which is used to customize and power up their skills over time. Lore and coins are spent to obtain new abilities and items. Skills such as Nerve, Faith, Occult, Trickery, Archeology, Ecology and Awareness are tested at every opportunity in the quest to rid the land of evil forces. Characters can gain companions, cast rituals, utter prayers, invoke the power of ancient artifacts, and wield powerful weapons.

One unique piece is that when your character dies, they are not out of the game...they become a ghost. That character is replaced with a ghost figure and continues to play with unique supernatural powers from beyond the veil. What I'm really excited about is that we crafted an adventure creation kit with what amounts to an advanced player handbook and GM guide all in one. This kit opens the door for those who enjoy telling their own tales and creating their own adventures in *Folklore*.

### How did you get the idea for this game? How did it start?

It started with a fascination regarding the stories I heard as a child from relatives who grew up in the "old country", told in hushed tones, stories those people swore were true. The game was born from the need to play adventures from the perspective of our ancestors who truly believed that spirits haunted dark places and sorceries conjured up infernal elements into the world that threatened mankind. Virtually all cultures revere their *Folklore* and superstition not simply as a vehicle for storytelling but truly as a means of survival against those things terrible, mystical and invisible.

Where are those parts of a house where ghosts can enter? Where in the thick forest lies a path to another realm? Where deep under the earth creep foul, nameless things, that come up through the hidden places when the sun sets in the sky? What possessed people all over the world to change their cultures, to go out of their way to ward against evil things, to put garlic on the window sill, to spread salt on the doorstep, to drive





an iron nail into the front door or to place coins on the eyes of deceased relatives and bury them six feet deep into the ground, weighing them down with a head stone, so that they would have no chance of returning as the undead?

It started because we wanted to capture these feeling rarely conveyed in a game, we wanted to make the heart pound and the brow sweat... to keep the story just real enough that it might seem plausible and put the players right in the middle of it. We asked ourselves, "When was the last time you were really concerned that your character in a game was in danger, that the choices you make can actually come back to haunt you?" We designed this experience to capture some of that magic. Every person has a shred of this fear inside them when the lights go out, a noise is heard in the darkness that doesn't make sense, and the hairs stand on end and prickle of something present but just out of sight. The stories in *Folklore* capture that meta-fear that connects the experience in the game to the deep-rooted trepidation that mankind has harbored since the very first stories were told around communal fires.

### When you were creating the game, which mechanic did you find the most challenging?

That is so hard to define because of the magnitude of the project. Let's start by saying, "the fun factor". It isn't that difficult to put exciting ideas down on paper and to wrap a game concept around it. What is hard is taking those things and crafting a game that evokes a truly memorable experience. The mechanics of how to manage *choice* in a story-driven game that really matters, and how to do that with an RPG feel, without a GM, is very much a herculean effort. Over the course of eight years of development, we actually scrapped the whole thing a few times and went right back to the beginning, to take what worked and redesign the game in order to capture the essence of "the fun factor" in a way that had never been done before.

### What evolved from the start of the design to the end that surprised you the most?

The depth of the lore in *Folklore* that really kept going deeper and deeper until the world took on a life of its own. It evolved from a board game and became a sandbox, where authors could write novels and people could imagine rich stories of their own taking place.

Also, the Rumor Deck really is an awesome piece that grew into a mini game within the game. When the characters enter towns, they can hear Rumors about things that are happening, and places needing attention.

The players can then go off on those side quests or simply spend a whole evening just playing adventures from the Rumor Deck. This huge stack of side quests or one-off adventures are quick but steeped with mystery, danger and puzzles. This play option is wildly popular as it departs from the quasi-linear storylines and delves right into the action.

### Tell us about your dynamic. What is it like to co-design this kind of massive game?

It is every bit as involved as a grad school thesis requiring years of research, experimentation and process development to get right. The dynamic at Twin Fire starts with the spark of imagination from one of us, and then grows like a two-man sculpting team to produce a marble sculpture, then Greenbrier Games does a fine job of polishing it to a gleaming masterpiece. The real spirit of trust and energy that moves from one designer to the other, and then back and forth again, is really the factor that makes this process amazing for us. We never stop building, crafting, generating new ideas and evolving the game experience. Our mindset is to continuously push the envelope of what a game could be.

### Anything else you'd like to add?

We decided very early on that for us, designing games was not going to be an after-hours hobby, the devotion and love for this process continues to grow as we forge forward with new products. The enthusiasm for *Folklore: The Affliction* has been incredible, and we have many people to thank for their contributions and ideas. Partnering with the great folks at Greenbrier Games was critical to succeeding in the goal of putting our creations into the hands of gamers world-wide. True appreciation for the art of *Folklore* is something we never tire of and partnering with talented artisans like Jason Engle, Henning Ludvigsen and the 3D modellers to produce the look and feel that *Folklore* is known for, has been a blessing. We continue to regularly play *Folklore* at our table and truly hope to capture the imagination of people all over the globe.



Finally, the promo card that came in this magazine is one of four different cards, that are usable in the game. These cards work just like the other militia companions. The only catch being that unless you've got your hands on a few of these magazines you'll only have one copy of the card.

...

Nick a creative writer and folklorist, and Will, an engineer with an amazing talent for constructing homebrew tabletop RPGs, founded Twin Fire Productions, LLC intending to create worlds of adventure.



# TUDOR

MAKING A GOOD TWO-PLAYER GAME



**TUDOR**

AYG 5440 ..... \$75.00 | Available Q4 2018!

My wife and I have a lot of friends with whom we play board games on the weekends, but during the week there is nothing better than setting up a good head-to-head game. We love playing *Through the Ages*, *Carcassonne*, *Dos Rios*, *Lowenherz*, *Twilight Struggle*, and many more.

*Tudor*, set in the court of Henry VIII, is a 3-4 player worker placement Eurogame that we will be publishing soon. It is very important to us that *Tudor* also offers a very strong 2 player game play option. Our design team has analyzed the major gameplay and tactical differences between head-to-head and multiplayer games. Since this is a worker placement/set collecting game, rare resources and worker placement options are key. With that in mind, we immediately decided that we would need a completely new game board for two player games. Below, I show the differences between the 3-4 player board and the 2-player board, printed on the opposite side.



To the left is the 3-4 player game board. At the bottom, we have the Waiting Room, where new Courtiers are placed in player order each round. In a 3-player game, we limit the Courtier placement to the high-backed red chairs. In 4 player games, the low red stool with the 4-player symbol is also available.

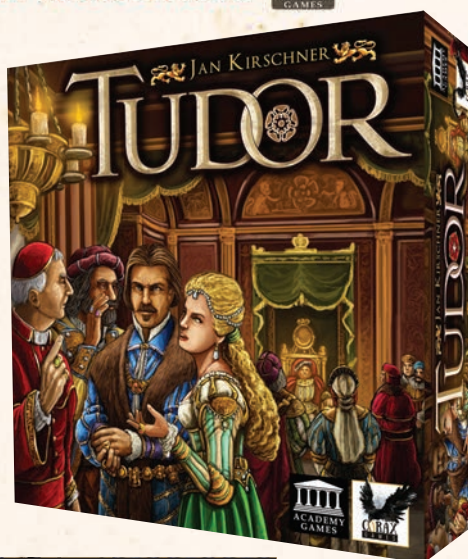
After all new Courtiers have been placed in the Waiting Rooms, they are moved into their respective Audience Chambers. Courtiers occupying an Audience Chamber can take that Chamber's unique actions if any player's Lord is present. These actions allow the players to manipulate their Courtiers in the Royal Chamber as they attempt to gain Official Titles, Prestige, and their respective Rings of In the Audience Chambers, you will see four high-backed green chairs on the left side of each Audience Table. In a 3-player game, only four chairs are available. In a 4-player game, the green stool with the 4-player symbol is also available. This is important, since as new Courtiers enter a Chamber, they push the old occupying Courtiers out if not enough chairs are available to accommodate the new members.

On the right side of each Audience Table are two Lord Chairs, so that more than one family's Lord can be placed in an Audience Chamber to grant the Courtier's actions.

Now, let's look at the 2-player game board.

Here is the 2-player game board printed on the opposite side of the 3-4 player game board.

In the Waiting Room, you see only two red chairs outside of each Audience Chamber. In each Audience Chamber, there are only three Courtier Seats available. If more than three Courtiers visit an Audience Chamber during the game, the topmost Courtier gets pushed out of the room and back into the supply pool by the newly entering Courtier.



Each Audience Chamber has only one Lord Chair. This is strategically designed, because now there will always be one Chamber without a Lord. Ohhh... some tough decisions must now be made by both players, since Courtiers located in an Audience Chamber without

a Lord cannot take any of that Chamber's unique actions. You may want to place a Lord in a Chamber, but your opponent may thus gain some very powerful gameplay benefits that give them an advantage! ... what to do... what to do?

The Royal Court is comprised of the Upper Court (red carpet) and the Lower Court (blue carpet), separated by the set of steps. Two columns have been removed to make the competition for the Royal Offices that much more intense. This is important, since players can take over an Opponent's royal title and take one of their Rings that give them added influence and power.

We then also needed to minimize the games resources, so a number of Rings, Court Tokens, and Influence/Intrigue Tokens are removed from the game, which affects the resource-gathering aspect of the game.

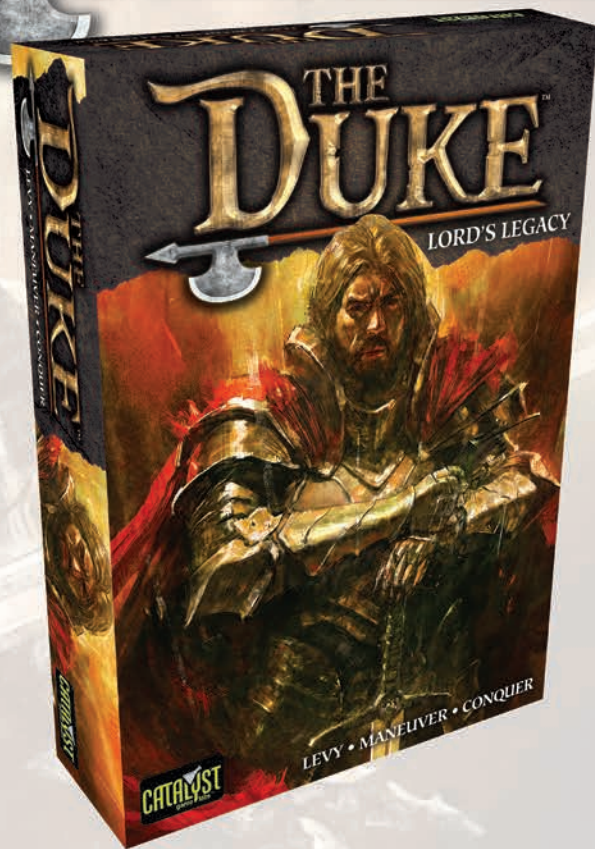
With these changes, a 2-player game of *Tudor* feels just as tense and fun as a 3 or 4 player game, and actually adds more strategic decision requirements when placing Courtiers.

For more information about *Tudor* or any of our other games, strategy guides, free downloadable content, and living rules, please visit our website [AcademyGames.com](http://AcademyGames.com).





# THE DUKE™



## LEVY, MANEUVER, CONQUER

*The politics of the high courts are elegant, shadowy, and subtle. Not so in the outlying duchies. Rival dukes contend for unclaimed lands far from the king's reach, and possession is the law in these lands. Use your forces to adapt to your opponent's strategies, capturing enemy troops, before you lose your opportunity to seize these lands for your own.*

In *The Duke*, players move their troops (tiles) around the board and flip them over after each move. Each tile's side shows a different movement profile. If you end your movement in a square occupied by an opponent's tile, you capture that tile. Capture your opponent's Duke to win!



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# A LETTER FROM



# BRAIN GAMES

*Dear Gamer,*

Brain Games is happy to announce that we have some very exciting new releases coming this year. We have four new games coming out: *Orc-Lympics*, *Pyramid of Pengqueen*, *Pikoko* and *ICECOOL2*.

All of them are going to be launched during this year's GenCon and will be available there in limited quantities. A retail release will follow later this year. So, without further ado, here is a quick rundown of all the games.

## ORC-LYMPICS

Have you wondered what a fantasy sport is like? I mean really fantasy, orcs and elves fantasy! Well, wonder no more, *Orc-Lympics* will clear this up.

In *Orc-Lympics* each player drafts a team of fantasy races (orcs, elves, dwarfs, djins etc.) and competes in different kinds of disciplines. The disciplines are all the classics and standards - what you come to expect like table flipping, stubborn donkey pushing, ogre wrestling etc.

The main strength of *Orc-Lympics* is how quick yet engaging it is. Oh! And have you seen the artwork yet?



## PIKOKO



When this letter to you begun, I thought: "Can't wait to get to the highlight which is *ICECOOL2* (which it still is)". But if you have heard the latest news from the UK, *Pikoko* is the best card game. It won the *UKGE Best Card*

*Game or Dice Game 2018* award. So a great start for this unique trick-taking game. What is so unique you ask? Well, look at the setup of the game!

That's right, those are peacocks, and no, cards are not set up the wrong way. OK, I will make you stop guessing, here is what makes *Pikoko* unique:

- Peacock card holders
- You do not see your own cards
- You bid on how many tricks each peacock will take
- You play cards from the peacock of your leftside neighbor

And all of these things make for a very fun and unique game play. The game has already been well received (did I mention the award) by players.

## PYRAMID OF PENGQUEEN

Let's take a trip to the *ICECOOL* universe which right now spans three games, two of which I will describe now since you already know *ICECOOL* (if by some chance you do not, go find it and play it after you finish this letter).

*Pyramid of Pengqueen* is a game which takes our penguins from *ICECOOL* on a different kind of adventure. Here the little rascals



have found a secret entrance to a huge cavern in which there is the ancient Pyramid of Pengqueen. The pyramid hides treasures of all kinds, which the penguins want to get their hands on. BUT BEWARE, the Pyramid of Pengqueen is guarded by the mummy which has awakened from its slumber.

The game uses a vertical magnetic board. One side of the board is used for adventurers to run around and try to get the treasure, and the mummy plays on the other side. The catch is (pun intended) that adventurers do see where the mummy is but the mummy does not see the adventurers. So who will be first? Will the mummy catch the adventurers or will one of the adventurers get all of his treasure?

*Pyramid of Pengqueen* is a great family game that can be enjoyed by kids and grownups alike.

## ICECOOL2

And our final release for the year is *ICECOOL2*. It is a stand-alone expansion for *ICECOOL*. By itself it is almost the same game with some minor changes, that is, some card abilities have been added and the game is printed in a mirror image of the original game. So, if you do not have *ICECOOL* you might as well start with *ICECOOL2*.

BUT, when you put both *ICECOOLs* together that is when the real deal happens. Now you can play up to eight players (fans asked for it), you can have multiple layouts (fans asked for it) and a new game mode called 'The Race' (fans did not ask for it, but they sure are gonna like it).

Race mode puts penguins into teams of two, and each team has to try to be the first to collect all of the fish (both colors of the penguin team) and finish in the finish box before any other team. This is unique to *ICECOOL2* and no other race game has it because this race mode is not linear. You can add both penguins to the game at the beginning or just play with one and add the second later. Also, you can decide in which order to collect the fish.

Oh, and concerning penguins and ice, there is one more surprise from Brain Games. Raad on!



## WANT TO GO TO ANTARCTICA?

At the end of the year (October), Brain Games is going to launch an *ICECOOL* trick-shot contest, in which you can win two tickets to Antarctica to see the real Penguins and maybe their school, and if you're lucky the Pyramid of Pengqueen itself! Stay tuned to [www.IceCoolAntarctica.com](http://www.IceCoolAntarctica.com) and our social media to not miss the rules and the launch of the contest.

Best regards,  
**Brain Games,**  
2018



# CTHULHU WARS

A SANDY PETERSEN GAME

**Coming September**

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A new human Faction for Cthulhu Wars brings you 6 unique Acolytes, 3 Un-Men, 3 Reanimated, 3 Yothans and 4 cathedrals.



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All creation's peace is shattered. Rival pantheons battle. The world itself transforms beneath your feet. Determine the fate of the universe. Can your god rise to dominate the new cosmos?

**Coming September**



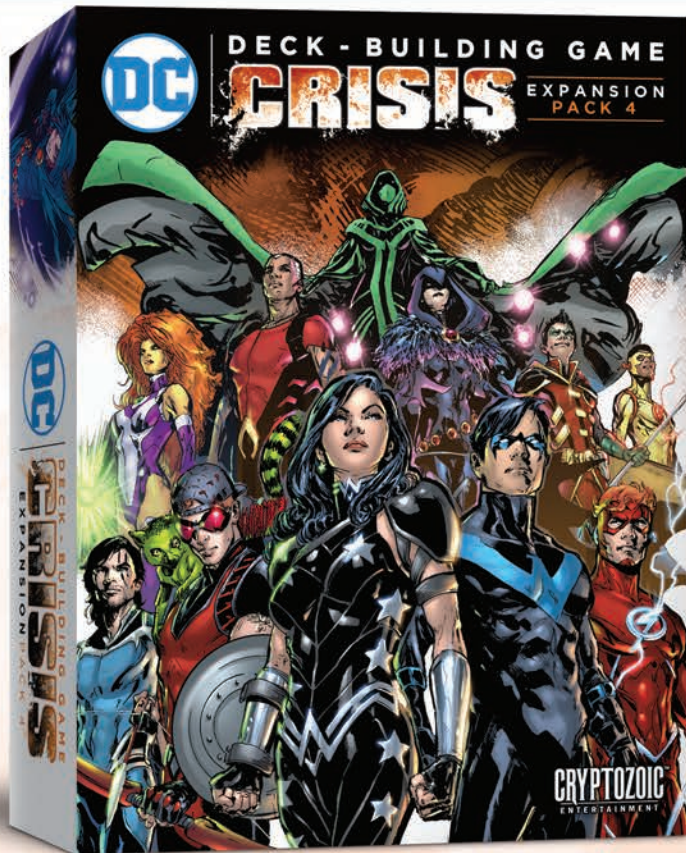
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# DECK-BUILDING GAME **CRISIS** EXPANSION PACK 4



## DC COMICS DBG: CRISIS EXPANSION PACK 4

CZE 02680..... \$20.00 | Available August 2018!

## DC COMICS DBG: TEEN TITANS

CZE 01861..... \$40.00 | Available Now!

Cryptozoic Entertainment is excited to debut the fourth entry in its Crisis series of expansions for the *DC Deck-Building Game* at Gen Con 2018. This time, the Teen Titans are being highlighted. As with previous Crisis sets, *Crisis 4* can combine with any *DC DBG* base set to create an exciting, cooperative experience, or even just to add a little more challenge to your standard competitive games. Naturally, *Crisis 4* works best with the *Teen Titans* base set, but mixing it up always keeps things fresh and exciting. The game comes with eight Crisis Super Heroes you can play as: Beast Boy, Blue Beetle, Kid Flash, Raven, Red Robin, Starfire, Superboy, and Wonder Girl. Let's take a look at some of the new mechanics and themes you'll find in this expansion!

### UNITY

With the *Teen Titans* set focusing in a major way on Ongoing cards, one of the things we were most excited to explore with *Crisis 4* was the idea of Ongoing cards that would be exciting in a cooperative format. This led us to a new mechanic called **Unity**.



**Unity** is found on Ongoing cards that have an effect whenever a **Unity** card is played (including itself). These effects start off small, but as more and more **Unity** cards find their way into play, their combined effects become quite potent indeed. For example, let's take a look at Wally West.

By himself, Wally West will simply draw you a card when played, making him no more powerful than, say, Kid Flash from the first *DC Deck-Building Game* set. While he stays in play, though, any future **Unity** cards that are played allow the player to draw a card in addition to their own effects. So, if you were to play a second Wally West, you would draw two cards, one from the new Wally West being played, and another from the first one already in play. Suddenly, that second Wally West is on par with The Fastest Man Alive! Not only that, but those two copies of Wally also cause future **Unity** cards essentially to have a free "draw two cards" added to them as well. As you can see, **Unity** allows players to reach tremendous heights through the power of teamwork. Note that once played, they remain in play as Ongoing cards. You will have to find ways to get them back into your deck to play them again to see more bonuses for yourself.

It's important to keep in mind that these effects will benefit any player that plays a **Unity** card, not just yourself. Thus, when playing in the cooperative Crisis environment, the entire team is encouraged to grab **Unity** cards and reap the benefits of their constantly rising power. When looking at Wally, you may have noticed the large, orange "U" in his text box. This is a common feature on **Unity** cards, making them easier to spot while they're in play, allowing you to find at a glance what bonuses you'll get when you play your own **Unity** cards.

### THE DEMON'S FIST

The Teen Titans aren't the only team found in *Crisis 4*. Also making their *DC Deck-Building* debut is the Demon's Fist, five aspiring members of the League of Assassins that take the concept of "teamwork" in a more ruthless direction. While the members of the



Demon's Fist still benefit from having their teammates around, that benefit tends to come at the expense of said teammates. For example, let's take a look at Mara al Ghul.



Mara generates 2 Power when you play her, then remains in play as an Ongoing card. While in play, her Ongoing ability lets you discard any Ongoing card (even herself) to generate 2 Power. You can do this as many times as you like, even multiple times in the same turn, as long as you can keep paying the cost of discarding an Ongoing card.

By herself, Mara can generate 4 Power in a turn if you simply play her and immediately discard her. However, if you happen to have other Ongoing cards in play that you're willing to part with, she can give you even larger bursts of Power. As for where those Ongoing cards might come from, other members of the Demon's Fist are also Ongoing cards, so they can all be used to fuel their own "discard an Ongoing" abilities or those of their teammates.

While the Demon's Fist won't typically be available to those playing in Crisis mode (in that mode, Villains are destroyed when bought or gained), those who choose to use the *Crisis 4* cards in a competitive game will find that the members of the Demon's Fist provide an opportunity to squeeze even more value out of their Ongoing cards.



## PERSONAL CRISES

At the heart of the Crisis experience are the Crisis cards themselves, and that's no different in *Crisis 4*. However, this set takes Crises in a different direction with the introduction of Personal Crises. Rather than the huge, world-ending Crises of previous sets, these Crises are smaller-scale problems that affect individual members of the team. The Teen Titans have always been as much about the relationship between the characters as it has been fighting bad guys, after all. Much like Crises from previous sets, Personal Crises have an Ongoing detrimental effect, and many have an immediate effect on top of that. Unlike previous Crises, though, these effects will only affect one player.



Also like previous Crisis cards, each Personal Crisis lists the way in which it can be beaten. This can sometimes involve performing a particular task, but most commonly requires the contribution of cards. For example, Sudden Loss requires the contribution of two Ongoing cards to be beaten. During a player's turn, a player may remove an Ongoing card in their hand from play to contribute to Sudden Loss. Once two cards have been contributed to that Crisis, it's beaten, causing it to be discarded, and freeing the affected player from its effects.

While the negative effects of a Personal Crisis only affect one player, any player can help solve that Crisis. So, instead of one big puzzle to solve, Personal Crises give the players multiple smaller puzzles to work through, allowing for different approaches and strategies when determining when and how to solve each of the Personal Crises in the game. They'll have to work quickly, though, because Personal Crises also cause the main deck to be depleted quicker while they remain in effect, which can lead to a quick defeat for the heroes if they're not careful.

## ALL-NEW COMPETITIVE HEROES

Another exciting tradition when it comes to Crisis sets is the introduction of brand-new competitive Super Heroes to play with, and *Crisis 4* comes with six additional character cards to spice up your competitive games: Arsenal, Donna Troy, Nightwing, Omen, Tempest, and The Flash. Calling themselves the Titans, these founding members of the original Teen Titans are now seasoned heroes in their own right.

Whether you prefer working with your friends or competing against them, *Crisis 4* has a lot to offer. Exciting new cards and strategies are waiting to be discovered, and fresh new challenges are ready to be overcome. Gather your friends, unite your forces, and battle your way to victory!

...

Matt Dunn is the Lead Designer of *Crisis 4*.





# The POTION



## FINDING THE KEY INGREDIENTS!

### THE POTION

FOX POTION..... \$11.95 | Available Q3 2018!

Sometimes, a small idea can spark great board game concepts. The world of micro-games definitely has its place on the gaming table with some titles that have gained praises in the past like *Love Letter*, *Hanabi*, *Avalon*, or *Saboteur*, just to name a few. Simplicity and uniqueness is key when trying to get the most out of a board game that could be easily dismissed.

When first presented with “*Earth, Wind and Fire*”, which was *The Potion*’s working title, we were a bit surprised on the size of prototype. How much can a game do out of a couple of petty crystals and three dice? Kasper Lapp, a Danish game designer that you may know for his acclaimed *Magic Maze* (a 2017 *Spiel de Jahres* nominee) wanted to make the simplest game possible with the idea of trying to guess other players’ choices.

Kasper remembers when board games became part of his life back when he started playing chess: “I was crying when my dad taught me chess and beat me. I love board games, but I’m a really bad loser. That’s why I prefer short games – if I’m losing, it will be over soon! It’s also why I love cooperative games.”

As a child, Kasper continued playing which, later on, gave rise to some of his first games’ ideas: “When I got *RISK* for my birthday, I used the cards to make a little battle game – with infantry, cavalry and cannons. I only played it against myself, though. Later I developed games to play with my friends. I didn’t have any big plans with them, it was just my curiosity that drove me to make them. It was only a couple of years ago that I began to think about getting my games published.”

Nowadays, Kasper has made of board game design a rigorous process and takes time to develop what he feels can provide players a unique and enjoyable experience: “I often get my ideas while listening to a board game podcast. Sometimes, I quickly grab my phone and take notes, just out of the blue. But after the basic idea, there’s a long stretch of disciplined work: making a prototype, testing, taking notes, making a new prototype and so on.”

With his love for smaller games that are easy to explain and quick to play, Kasper submitted *Earth, Wind and Fire* to FoxMind and the team felt immediately compelled by the pureness of the bluffing elements and the instant player interaction the game generates. Kasper got similar reactions when he playtested the game: “I tested *The Potion* by bringing it with me everywhere. It’s easy to play in almost any social situation, and I played with a lot of non-gamers. What I found was that non-gamers enjoyed it just as much as gamers. I think it has to do with the fact that it’s really hard to “think” your way to winning *The Potion* – instead the winner is often the one with the most precise “gut feeling.”

Once we had decided to add *Earth, Wind and Fire* to our games’ catalog, the most challenging part was to find a theme that made somewhat sense with what players are trying to accomplish: getting rid of their crystals first to win the game. Many ideas were put on the table: discarding microbes, freeing your land of swamp animals,



attempting to be the fastest mail delivery service, but none had this aspect of creating something out of the players’ interaction. That is when *The Potion* brewing idea came to mind. First being about witches trying to make a recipe in a cauldron and at some point, brewing a love serum (reminiscing the song *Love Potion #9*). As we thought of *The Potion* being a perfect pocket game, the cauldron shape wasn’t the best for the travel size package we had in mind. The concept quickly altered to being alchemists with an apothecary like bottle, which is the final of the game.

With colorful illustrations by Jacqui Davis (who also designed the newest edition of *Manhattan* for us), we finally obtained what Kasper had first in mind: a simple concept that will please a wide crowd of players. Once you get your hands on *The Potion*, you will see at first play how people look into each other’s eyes (almost like in a *Poker* duel) to guess what will be their play.

All those ingredients blended together led to *The Potion*, which will be first available as a limited release at *Gen Con*. With all the work Kasper and FoxMind put behind the game, you might want to have a go at being the top Alchemist of your gaming group; proof that the best things come in small packages!





The background of the entire page is a vibrant, comic-style illustration. In the upper left, a large, purple, centipede-like alien with multiple arms and glowing blue eyes is shown. In the upper right, a dark, scaly dragon-like creature with glowing yellow eyes is depicted. In the lower center, a small, white, cat-like alien with large ears and a wide, toothy grin is shown. The overall scene is set against a dark, starry space background with some green energy lines.

# INTELLIGENT CENTIPEDE? YOU CAN PLAY THAT!

## STARFINDER

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- Complete magical polymorphing rules, and more!

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# EXODUS

## PARIS NOUVEAU

Indie  
Boards  
& Cards

### EXODUS: PARIS NOUVEAU

IBC EXD1..... \$20.00 | Releases September 2018!

Indie Boards and Cards is excited to introduce *Exodus: Paris Nouveau*, a new social deduction game set in the Dystopian Universe of The Resistance and Coup!

In *Exodus*, you are a member of a specialist team sent on a secret rescue mission to save refugees trapped in a war zone. But your team of Rescuers has been infiltrated by several imperial Hunters determined to see your mission fail. At the start of the game, players are given a public role and a secret team affiliation. The Rescuers and Hunters are divided, you won't know who is on your team and who are the opponents. In order to win, you must use your abilities and deduction skills to determine which team members have the same objective as you and convince everyone to support your efforts.

*Exodus* provides an interesting twist by giving players a public role with a special ability and a private team role. Players need to rely on each others abilities, while not placing absolute trust in anyone, as you don't know who is with you or against you. The game is played over multiple rounds, with everyone getting a chance to participate.

Each turn, the players can openly discuss who they want to elect as Leader this round. This is your chance to use your charisma and influence as you sway the table to your side. Once the discussion ends, players will secretly cast their votes to determine the leader for the round. Voting is the time to slyly use your persuasive powers to sway players to align their objectives to your own agenda.



It is the Leader's job to play one card for the Rescuers - that card determines how far the Rescuers travel and how many refugees they will save that round. But the Leader gets their cards from the Players, everyone

can submit one face down card for the Leader to select from - giving as much (or as little) information about that card. As a Rescuer, your main objective is to give the Leader a card that has your team cover the greatest distance and/or rescue the highest number of refugees. Hunters will want to submit cards that damage the Leader or cause the team to lose valuable cover. Or maybe the Hunters will submit great cards to keep themselves above suspicion and build deceitful alliances...

The Leader will choose three facedown cards and add another from the deck. After shuffling, one card is randomly discarded so the Leader has three cards from which they will choose one to play. If the Leader plays a card that is beneficial to the Rescuers, they can gain trust. But sometimes they have to choose a card that isn't that good, or is really bad. That might be just the cards that they were given, or the Leader might be a Hunter. You'll need to use your deduction and negotiations skills to decide which team they are on.

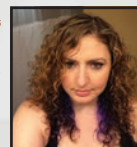
The Leader will also choose another player to become Tail-End Charlie, who will now play a card for the Hunters. They draw two random cards from the deck, and play one. Move the Hunters too far and they are closer to catching the Rescuers, but that might be a better option than taking a wound and having your team lose when you die. Again, there aren't always good options and you'll have to explain why you did what you did in the benefit of your team - even if you are lying!

The round ends when the Leader and Tail-End Charlie have chosen cards for the Rescuers and Hunters and a new round begins with discussion and voting for the next leader. The game will end after seven rounds, but only if the Hunters don't catch up to the Rescuers, nobody dies or the Rescuers keep under cover. It's a dangerous world, and there are many ways the Rescuers can lose, but only one way to win — trust no one and keep running!

So gather your friends, get your game face on, and bluff your way to victory! *Exodus: Paris Nouveau* is an exciting new edition to the Dystopian Universe for players that are looking for their next great social deduction game.

...

*Tricia has been an avid gamer since early childhood. She loves making the world a better place one game at a time. If you see her at a con, stop by, say hello, and play a game!*





# HEROES OF TERRINOTH™



## DEFY THE DARKNESS

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# ROBOTECH FORCE OF ARMS



## ROBOTECH: FORCE OF ARMS CARD GAME

SRF 0600 ..... \$19.85 | Available July 2018!

*Robotech: Force of Arms*, by SolarFlare Games, is a two-player head-to-head card game that promotes strategic and tactical thinking in new and unique ways. War ships, battloids, pods, powerful commands and heroes all packed into a game that takes 20-30 minutes to play. This month (since we know you already got the game) I wanted to take the opportunity to share some tips and strategies you can learn and use to help you become a *Force of Arms*.

### AREA CONTROL

The primary strategy is trying to setup areas in the "space sector" (the 3x3 grid) where you *maximize* the focus of your attack and defense. Instead of spreading your power broadly, set up zones where you have strong attack and try to work your opponent's ships into these areas. The trick is to do this while also setting up areas of strong defense and moving your ships into those.

For example: Setting your "5" and "6" power defense cards on the same row and then placing one defense card in each column across the fight play area provides a very strong place to locate and protect your ships. In this example, each ship has more than 11 defense and it will be difficult for an opponent to destroy those ships without playing their "5" and "6" power attack cards exactly opposite your two highest defense cards. The same strategy applies to playing your "5" and "6" power attack cards and trying to work your opponent's ships onto that destructive row.

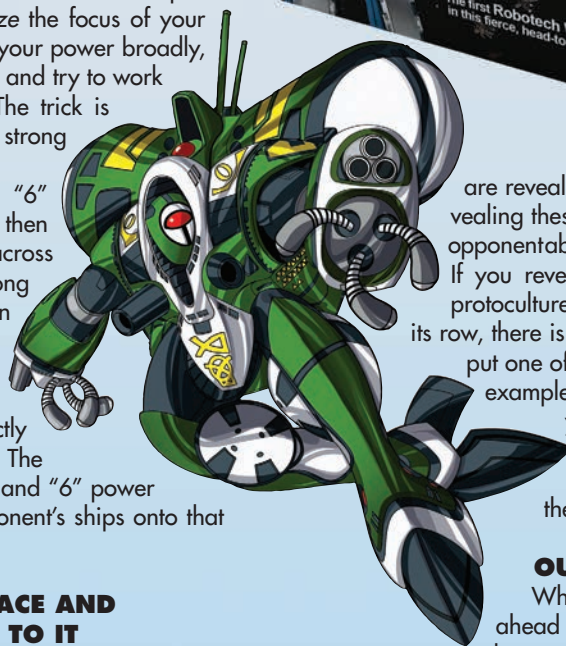
### I HAVE AN EMPTY SPACE AND YOU'RE WELCOME TO IT

Attempt to make your opponent end the tactical phase with their strongest attack on the "Empty Space." If you think you know where your opponent wants your flagship to end up, try to stick the "Empty Space" there. It uses up their biggest attack on a card that is worth 0 (zero) points. It is also a good strategy to try and have the "Empty Space" end up where you are weakest in either attack or defense, as you have no points lost for losing it. The "Empty Space" is a valuable ally in breaking your opponent's strategy. If you learn to use the "Empty Space" well, you will have many successful games of *Robotech: Force of Arms*.



### WATCH OUT, IT'S A TRAP!

Use the information you reveal when you play a fighter face-up to your advantage. When you place a card face-up for the bonus tokens, you



are revealing part of your strategy, or are you? Revealing these cards can be a great way to bluff your opponent about where you are attacking and defending. If you reveal your defense "4" card to gain your protocol tokens, then try to work your flagship into its row, there is a good chance your opponent will try to put one of their ships there instead. If you have, for example, paired your defense "4" face-up with your attack "6" face-down card, your opponent could very well do a lot of the maneuvering you want without realizing they are playing into your trap.

### OUT WIT, OUT PLAN AND WIN

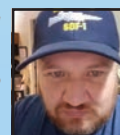
When you are moving your ships, try to think ahead and keep in mind how you can position them so that you maximize your best hero while minimizing your opponent's best hero. If the SDF-1 ends up next to the Zentradi flagship, you will have Captain Gloval's "Daedalus Maneuver" available to do maximum damage to the Zentradi's most valuable (Victory Point) ship. Conversely, if the Zentradi heavy cruiser (worth 1 victory point) ends up next to the SDF-1, playing Khyron is a great way for the Zentradi player to end up with the SDF-1 by possibly trading off a one Victory Point ship for a four Victory Point ship.

The First Robotech War is a complex dance of strategy and tactics. These tips can help you be victorious as the Zentradi or as the RDF – the choice is up to you!

You can find out more about *Robotech: Force of Arms* and other future Robotech games at [www.solarflaregames.com](http://www.solarflaregames.com).

...

*Homer is a Taurus, a father and husband. He spends a lot of time working with SolarFlare Games to help them refine their games and develop new ones. He likes to make games almost as much as he likes playing them.*







# CREATURE CODEX

## A RAMPAGE OF NEW 5<sup>TH</sup> EDITION MONSTERS!

Whether you need alien horrors, dungeon denizens, or sentient avatars of the World Tree, the *Creature Codex: Tome of Beasts 2* has you covered! Nearly 400 new foes for your 5th Edition game—everything from acid ants and grave behemoths to void giants and zombie lords.

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**Available September 2018**

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# PAINTING HAPPY LIL MINIS WITH DAVE TAYLOR



## EPISODE #2 - PAINTING BROWN

Welcome to the second "episode" of Painting Happy Lil Minis in Game Trade Magazine. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our Game Trade Media Facebook page - Tuesdays and Thursdays at 2pm EST. Dave is regularly joined by Rick, and occasionally by other painters who each bring great painting advice to the table.

### TECHNIQUE - WASHING

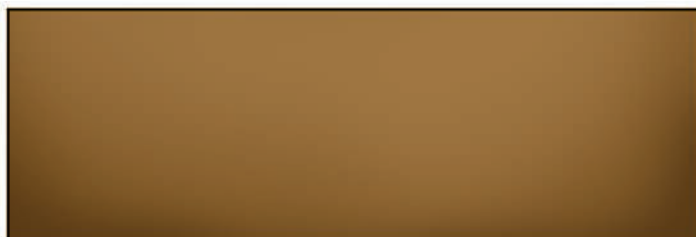
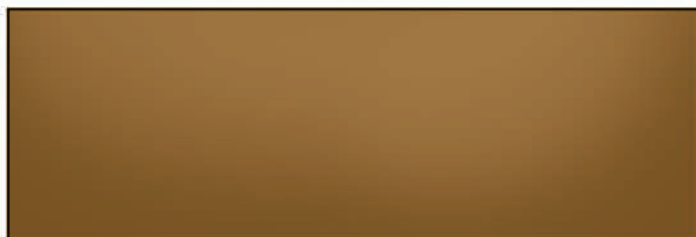
Shading is a broad term that can be applied to techniques where the first layer is light and the subsequent layers "shade" the model with darker tones.

Washing is an example of a relatively quick approach to shading. You start with a light basecoat and then paint thinned, darker tone over the basecoat, which tends to settle in the recesses/shadows of the model, as shown on the swatches to the right and the FFG *Star Wars: Legion* Rebel Trooper on the next page.

You can apply as many layers of a wash as you like to create the appearance you are after. The wash is designed to run into the crevices and shadowed areas, but when it is applied all over a particular section of a model it will also tint the base color, even on the upper areas. You may need to come back and highlight the model to bring depth back.

In the graduated color areas on the right you can see that the third and fourth boxes have darker shading around the lower corners. This represents using a wash to shade specific areas and increase the depth of shading.

The fourth box shows the range you can get if you then use layering (see Ep.#1 in last issue) to add some highlights.







Begin with a “zenithal” prime. Prime the model with black spray first, and spray white primer from overhead to be able to clearly see the folds of the fatigues.



The first layer is a coat of Vallejo Model Color Beige Brown over the fatigues, and Vallejo Game Color Dwarf Skin on the face.



The next step is a wash of Citadel Agrax Earthshade, painted over all of the brown fatigues and the face.



To help the pants look a little darker at the end, a second wash of Citadel Agrax Earthshade was painted over them.



Washes tend to darken the original basecoat, even on the higher areas. To bring some contrast back to the fatigues, Dave applied a highlight layer using the basecoat color - Beige Brown.



To add a final highlight layer, Dave created a mix of Beige Brown and Vallejo Model Color Ivory in a 50:50 ratio. This was painted primarily along the top edges of the folds. He also highlighted the face using a similar mix, replacing the Beige Brown with Dwarf Skin.

## ARE WASHES SIMPLY PAINTS THINNED WITH WATER?

People often ask me if the commercially available washes are simply paint mixed with water. The short answer to this is “No”.

Paints are flecks of pigment suspended in a medium designed to try to keep the pigment evenly distributed throughout the paint. Washes are very similar in that the pigment is also suspended in a medium designed to keep a relatively even distribution of the pigment, just in a very different ratio than paints.

Thinning paints with water can give you something that, on the palette, might look like a wash, but the pigment will not be evenly distributed and may look patchy on the model when the water evaporates. If you want to create your own washes you can purchase “mixing mediums” that will give you a finished product that works just like a wash, but might be in a color unique to you and your project.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life





## STAR WARS: LEGION - CORE SET (FFG SWLO1)

From Fantasy Flight Games, reviewed by Eric Steiger

 14 & Up	 2 Players
 120 Minutes	 \$89.95

I have to begin this review by making sure you understand that the large box clearly labeled "Star Wars: Legion" on it, MSRP \$89.95 from Fantasy Flight Games, is **not** the *entire* game of Star Wars: Legion. It is, as Obi-Wan Kenobi put it, "your first step into a much larger world." But if you're the type of person who wants to spend hours carefully assembling a beautifully detailed AT-ST walker, gluing it into exactly the right position on a base, then priming and painting it, so that it looks amazing on a table right before it mows down a mess of rebel scum... well, then buddy, have I got the game for you.

Legion is a *miniatures* game, of the old school; you will get superglue on your fingers before you are ready to play this game. But while the models are every bit as detailed and well-sculpted as the ones from that workshop where they make games, the game itself has all the slick polish we've come to expect from Fantasy Flight. Custom movement tools and dice, unit cards, and a truly innovative initiative and command system make this not just a good Star Wars game, but a good wargame, period.

In a full game of Legion, your army will contain several units of 4-7 troopers, and a few vehicles. In the base box, these troopers are rebel troopers and stormtroopers, and the vehicles are Imperial speeder bikes and a rebel AT-RT walker. But most importantly, you will have 1-2 commanders. Your commander(s) will allow you to pierce through the fog of war to engage the units you need to when you need them...most of the time. The box comes with Luke Skywalker and Darth Vader, and each is as fearsome in combat as you would expect.

Each of the six turns of a game of Legion will begin with the players secretly selecting a command card from among the seven they began the game with, then revealing it. The command card will determine who has the initiative, as well as which of each player's commanders is giving orders to which unit(s). Players then alternate activating units, with each one choosing from either one of the ones they gave an order with the command card, or a unit of a type randomly determined among all of their units. This way, the only way you can guarantee that you're going to activate your airspeeder in time to intercept that AT-ST before it mows down your troopers, is by giving it an order. But you can only give orders to units within a certain range of your commander...unless you have a boosted comms upgrade. Which costs points that you could have spent on troops. As you can see, pre-battle planning strategy, as well as mid-battle tactics, are vitally important when determining which command cards you start the game with and play each turn.



When a unit activates, it can perform two different actions (or a double move). The actions are what you expect – moving, attacking, aiming, dodging, going on standby (allowing them to preemptively attack when an enemy moves into range), etc. All of these are handled as efficiently as I've come to expect from a Fantasy Flight big box game. Movement uses one of 3 different-sized tools, placed against the edge of a unit's leader, who simply moves along its length to a new position on the board. The rest of the unit follows. While troopers have a full range of motion, vehicles have a notch in the base for the movement tool, forcing movement in a forward direction.

Attacking is a matter of picking up the dice of the appropriate color, rolling them, and looking for hits and critical hits. Hits are reduced for cover and dodging targets, then the target rolls a number of defense dice equal to the remaining hits/crits, trying to save against a few more. While the modifier order takes some getting used to, it's very intuitive and far more approachable than most miniature game combat systems.

I will close by reiterating that this is not a game to be played right out of the box. A single core box contains about 1/3 of the units needed on each side for a full army, and as we've come to expect from FFG, you will want at least one more set of the custom dice. Additionally, while you can play a simplified skirmish on a 3'x3' area, a full game requires a 6'x3' battlefield, which may not be easy for everyone to come by. And let's not even get into modeling and painting supplies. If you are a miniatures player looking to enter a galaxy far, far away, then look no further.

Eric is your friend, and friends wouldn't let you play bad games.





# RIDLEY IS IN CHAOS

In the wake of the Ridley Massacre, a new faction has arisen in Ridley: the Seditonists. These men and women seek to free the northern town from the shackles of the Guild and the manipulations of the Union, in the hopes that Ridley can stand on its own as a free, independent settlement.

The Fated are brought in to help deal with the chaos the Seditonists are causing throughout the town, but are the riots really the result of unruly and entitled workers? Or is a hidden threat using the Seditonists to mask their own sinister plot?



## NORTHERN SEDITION

*Northern Sediton* is the second in a three-part series of adventures for the *Through the Breach* roleplaying game. It can be played either on its own or as the sequel to *Northern Aggression*. It requires the *Core Rules* to play.



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## WELCOME TO CENTERVILLE (GMT 1718)

From GMT Games, reviewed by Jane Trudeau-Smith and Philip Smith  
of "The Table for Two Show"



12 & Up	2 - 4 Players
40 - 80 Minutes	\$59.00

Welcome to the Centerville Community! Here you will compete against other players for fame, fortune, and prestige! This game is for 2 to 4 players but if you are playing with two as we did, you play a "bot" as a third player. The bot is meant to get in the players way and it is possible it could win, although the directions said it is deemed unlikely. Well... In our very first game, the bot WON! Nevertheless, we really did enjoy the game. Phil came in second, and Jane third. We are tempted to try and play *without* the bot to see if the game would flow well and still work... We think it would. We hated losing to the bot!

We typically like a game that is quick to learn. The rule book is 18 pages (whoa!), but four player aids are included, which we found much easier to use for learning the game. We only referred to the rule book for more details as needed. The back of each aid shows the 2-player and Bot actions. For just us two playing, we each used 2 cards so we could look at the front and back at the same time.

The board is pretty compact and does not take much table space for play. It represents the city of Centerville and has a Wealth/Prestige point track, a Greenbelt track for how good you are to the environment, a Status track for your status in the town, a Time track for when a round is over (a game totals three rounds), the airport where master degree tokens are kept, political offices, a police/fire station where a special "safe" token is kept, and a college campus holding six vocations tiles. There are also four sections of town representing areas that you can build in, and a river where you can obtain nice villa locations! Even the board has a lot going on, once you start playing a few turns it all clicks into place!

The goal is to have the most victory points (wealth/prestige) at the end of the third round.



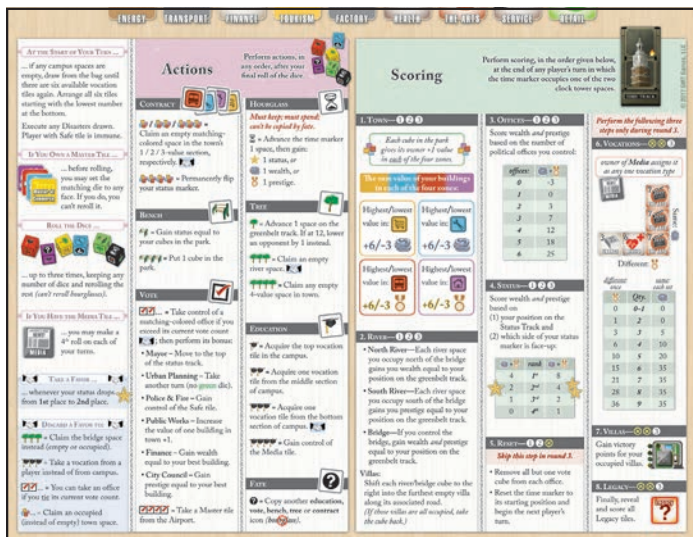
picked a color for it as it acts like pretty much a third player. As part of the setup you put the bot status marker in the 1<sup>st</sup> status place, then the other players take 2<sup>nd</sup> and third place randomly. During scoring, status is important as you can gain more wealth and prestige. Each player also gets a secret legacy tile with hidden goal that is scored at the end, such as having the most buildings in the yellow zone.

There are six custom dice used with this game. This is essentially a dice game, as the dice are in control of what you can do on your turn.

### HOW IS IT PLAYED?

There are a lot of things that can happen during your turn so we will summarize a bit. The person in 3<sup>rd</sup> place on the Status track goes first, then the other person playing, and finally the bot. We took turns playing the bot. On your turn:

- Check to make sure the campus is filled with vocation tiles – if the prior player took any, replacements are drawn randomly from a bag.
- Roll the six dice; you may re-roll dice up to three times to try for what you need – the only dice you cannot re-roll are those showing a timer, which control the Time track on the board. There are options here, like if you have a Master tile in a certain die color, you can choose the face of that die before rolling the others. If you own the Media tile, you can roll up to four times.
- Play actions based on the die faces you have. One die face is a "?" which allows you to copy another die. Actions you may take are:
  - Claim a space with one of your cubes in the town which can earn you wealth and prestige later



### GAME SETUP

Each player gets a set of cubes, two wooden discs (to track the greenbelt and status) and two tokens to track wealth and prestige on that track. The game board is setup with all the markers/tokens mentioned above. Now, because we played with the bot we also





- Put a cube in the park which can help you with status later
- You can take control of political offices which gain you features, like moving to the top of the status track or gaining wealth or prestige
- Advance your tree token on the greenbelt
- Claim river spaces to help you build villas
- Acquire a vocation at the campus – collecting different vocations can earn you wealth and prestige later, during a scoring round
- If you get an hourglass face on any dice, you move the time tracker up; when time is up the round is over

So far, so good, right? But wait! When your token passes certain spots on some of the tracks “Disaster tokens” are put in the vocation bag. If someone draws a Disaster token at the beginning of their turn, disaster strikes and bad things happen, like losing your cubes from a town!

Every time a round ends, scoring occurs. You score:

- Who controls the most buildings in an area, yielding prestige and wealth
- If you are on the river, you might gain prestige and wealth based on your greenbelt status
- You can score wealth and prestige based on how many political offices you control, as well as where you are on the status track

At the end of the third round, you also:

1. Score wealth and prestige based on vocations you have
2. Score points for any villas you managed to get
3. Score points for any legacy tiles you completed

There are many strategies you can use to try and win, which we really enjoyed trying to, but again... The bot won! Next time we will defeat the bot!



## TIMING OF THE GAME

The game took us less than an hour to play, but we think if we try it without the bot it will take less.

...

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!





## TOPIARY (RGS 00599)

From Renegade Games Studios, reviewed by John & Isaac Kaufeld

 10 & Up	 2 - 4 Players
 10 - 20 Minutes	 \$30.00

Gazing across a garden of sculpted plants known as *topiary* brings joy to most any heart. In fact, it even entertained hearts during the days of ancient Rome. Those who crafted such gardens were known as *topiarius*, but it was the great orator Cicero who bestowed the name *opus topiarii* on the lush green sculptures themselves.

Of course, history also tells us that Rome was known for backstabbing, treachery, and a general theme of conquering those around them.

Surprisingly, Topiary from Renegade Game Studios weaves both of these themes together into cute yet cutthroat strategy game. Don't let the dinosaur bushes distract you: This game packs some pretty sharp pruning shears, so you'd better know how to use them if you want to win.

Let's look at the top five things you need to know on your way to victory in the world of competitive garden viewing.

### FAST TO LEARN, QUICK TO PLAY

When we unpacked Topiary, we found one double-sided page of rules. That's always a good sign.

Learning the game took only a few minutes. Our first few plays lasted about 10 minutes each, separated by three minute tile shuffling sessions. Topiary definitely hit our "let's play one more time" buttons thanks to a fun mix of skill, strategy, and luck.

### LOTS OF REPLAY FROM THESE TILES

The game comes with 40 plant sculpture tiles numbered one to five, each showing one of eight adorable topiary shapes. A few random tiles sit out every game because you build a square 25-tile board with all but the center tile face-down and then give each player three tiles for their hands.

That random element adds a dash of luck to the game's skill system, giving it strong replayability.

### CHOOSE YOUR ACTION WELL

Each turn, players put a visitor around the edge of the garden, looking down a row, column, or a diagonal line. What those visitors see scores you points at the end of the game. (More about that in a moment.)

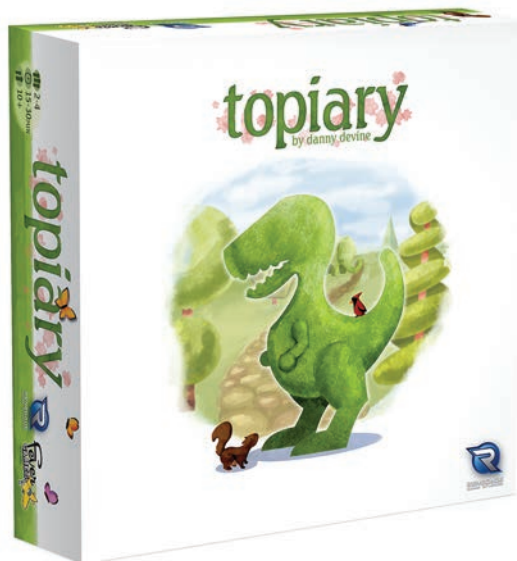
After placing your visitor, you can choose to pick up any face-down tile in that visitor's line of sight, add the tile to your hand, and then play it or any other tile from your hand into that space on the board. You can use this action to improve one (or maybe more) of your visitor's scores, go defensive by playing an out-of-numeric-order tile in front of an opponent's visitor, or sometimes accomplish both at once.

### LIMITED NUMBER OF TURNS

We really liked the tension built into the act of placing your visitors because of the limited number of pieces you get to play.

In a two player game, each player starts with eight visitors. That number drops to six for three players and only five for four players.

Those strict limits turn Topiary into a surprisingly strategic challenge as players try to optimize each visitor's placement and potential points.



### SCORING AT THE END

Another delightful twist to the game comes from the fact that all scoring happens at the end of the game, after all players finish putting their visitors into place. Although you can estimate your score as you play, you really need to focus on picking strategic sight lines for your visitors and letting the points fall where they may.

You score points in three ways. First, each visitor earns points for the row, column, or diagonal line they're facing. They get points for each tile they can see, from one point for the smallest bush to five for the biggest. But the tiles only score in ascending order, so if your visitor faces a five tile first, his view is blocked so he only earns five points.

You also earn bonus points if one of your visitors sees multiple sculptures with the same theme, like whales, dinosaurs, and swans. Finally, the tiles left in your hand score points if any of your visitors can see a higher numbered bush of the same type. That means level five tiles never score in your hand, so get them into play as soon as possible!

### THE VERDICT

Our table doesn't see a lot of games that involve direct competition (aka "screw your neighbor"), but we enjoyed Topiary enough to add it to our regular playing rotation.

We loved the tension from the limited number of plays that could both earn points and sabotage your opponents' positions. The game's three scoring opportunities took the sharpest edges off of its "screw your neighbor" mechanics and maintained the game's family-friendly experience.

Still, every group reacts differently to direct competition games. If your people love them, then they'll love this one. If you aren't sure, give Topiary a try at your friendly local game store. Those charming dinosaur sculptures may well win you over.

...

*John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?*





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